



STIC Search Report

EIC 2100

STIC Database Tracking Number: 210257

TO: Alex Wang
Location: RND 4A74
Art Unit: 2155
Wednesday, December 13, 2006

Case Serial Number: 09/894182

From: Byron T. Mims
Location: EIC 2100
RND-4B19
Phone: 272-3528

byron.mims@uspto.gov

Search Notes

Alex

Enclosed are art findings that may be of interest. I have tagged as well as highlighted the enclosed retrieved items, which seemed most relevant. Let me know if there is anything in particular that you would like for me to pursue further.

Byron



210257

STIC EIC 2100 Search Request Form

Today's Date:

12/13/2006

What date would you like to use to limit the search?

Priority Date: 02/20/2007 Other:

Name Alex Wang

AU 2155 Examiner # 79624

Room # 4A74 Phone 23992

Serial # 09894182

Format for Search Results (Circle One):

PAPER DISK EMAIL

Where have you searched so far?

USP DWPI EPO JPO ACM IBM TDB
IEEE INSPEC SPI Other _____

Is this a "Fast & Focused" Search Request? (Circle One) YES NO

A "Fast & Focused" Search is completed in 2-3 hours (maximum). The search must be on a very specific topic and meet certain criteria. The criteria are posted in EIC2100 and on the EIC2100 NPL Web Page at <http://ptoweb/patents/stic/stic-tc2100.htm>.

What is the topic, novelty, motivation, utility, or other specific details defining the desired focus of this search? Please include the concepts, synonyms, keywords, acronyms, definitions, strategies, and anything else that helps to describe the topic. Please attach a copy of the abstract, background, brief summary, pertinent claims and any citations of relevant art you have found.

Is this request for a BOARD of APPEALS case? (Circle One) YES NO

Is this case a SPECIAL CASE? (Circle One) YES NO

user console sends console ID + Disc ID to server
to add points to Account associated with ID's.

STIC Searcher BMims

Phone 2-352-8

Date picked up 12-13-06

Date Completed 12-13-06



STIC Search Results Feedback Form

EIC 2100

Questions about the scope or the results of the search? Contact *the EIC searcher or contact:*

Alyson Dill, EIC 2100 Team Leader
272-3527, RND 4B28

Voluntary Results Feedback Form

➤ I am an examiner in Workgroup: Example: 2133

➤ Relevant prior art **found**, search results used as follows:

- ☐ 102 rejection
- ☐ 103 rejection
- ☐ Cited as being of interest.
- ☐ Helped examiner better understand the invention.
- ☐ Helped examiner better understand the state of the art in their technology.

Types of relevant prior art found:

- ☐ Foreign Patent(s)
- ☐ Non-Patent Literature
(Journal articles, conference proceedings, new product announcements etc.)

➤ Relevant prior art **not found**:

- ☐ Results verified the lack of relevant prior art (helped determine patentability).
- ☐ Results were not useful in determining patentability or understanding the invention.

Comments:

Drop off or send completed forms to STIC/EIC2100 RND, 4B28

Set	Items	Description
S1	144679	(BETTING? OR GAMING? OR GAME?? OR FRUIT?? OR SLOT OR COIN?- ?? OR COIN()OPERAT?) (3W) (APPARAT? OR COMPUTER? OR CONSOLE? OR DEVICE? OR INSTRUMENT? OR MACHINE? OR MECHANISM?)
S2	10563	((VIDEO? OR COMPUTER?) (3N)GAME??) (3N) (APPARAT? OR CONSOLE? OR DEVICE? OR INSTRUMENT? OR MACHINE? OR MECHANISM?)
S3	176	SEGA OR SEGA()GENESIS OR VIDEO?()ARCADE? OR MADDEN OR SONY- (10N) (PLAYSTATION() (I OR II) OR PSP OR PSP() (I OR II OR III)) OR ATARI OR AMIGO OR NINTENDO?
S4	255184	(COMPACT() (DISC? ? OR DISK?) OR CD OR CDROM OR CD()ROM OR - DVD OR DVD()ROM OR OPTICAL? (2W) (DISC? ? OR DISK? OR MEDIA? ? - OR MEDIUM?))
S5	1065	S1:S3(1W) (ID OR IDENT? OR CODE? ? OR KEY??? OR PASSWORD?? - OR CODING OR ACCESS?)
S6	1562	S4(1W) (ID OR IDENT? OR CODE? ? OR KEY??? OR PASSWORD?? OR - CODING OR ACCESS?)
S7	5867438	RECEIV? OR ACCEPT? OR ACQUIR? OR OBTAIN? OR DOWNLOAD? OR P- ULL???()DOWN?? OR PROCUR??? OR GET? ? OR FETCH??? OR RETRIEV? OR ACCESS?
S8	11558892	DELIVER? OR SEND??? OR SENT OR UPLOAD? OR DISTRIBUT? OR TR- ANSFER? OR TRANSMI? OR BEAM??? OR POST??? OR PROVID?
S9	607628	CERTIFI? OR AUTHENTI? OR VERIF? OR AUTHORI? OR VALID? OR A- PPROV? OR CONFIRM? OR JUDG??? ?
S10	1646562	ACCOUNT? OR RECORD? OR FILE? ? OR PROFILE?
S11	4711	S10(5N) (ADD??? OR INCREAS? OR UP??? OR UPDATE? ? OR UPDATI- NG? OR UP()DATE? ? OR BOOST? OR CHANGE? ? OR CHANGING? OR HIK- E? ? OR RAIS??? OR ADDITION??) (3N) (POINT? OR CREDIT? OR MARK?- ?)
S12	72938	S10(3W) (AFFILIAT? OR ASSOCIAT? OR BOUND? OR CONNECT? OR LI- NK? OR COOPERAT? OR CORRELAT? OR RELAT? OR COMBIN? OR CONJUNC- T? OR PARTNER? OR COUPL? OR JOIN? OR CORRESPOND?)
S13	1	S7:S8 AND S5 AND S6
S14	2789	S1:S3(3N) (ID OR IDENT? OR CODE? ? OR KEY??? OR PASSWORD?? - OR CODING OR ACCESS?)
S15	6680	S4(3N) (ID OR IDENT? OR CODE? ? OR KEY??? OR PASSWORD?? OR - CODING OR ACCESS?)
S16	9	S7:S8 AND S14 AND S15
S17	8	S16 NOT S13
S18	0	S7 AND S14 AND S11 AND S9(3W)S1:S3
S19	3	S1:S3 AND S11 AND S12 AND S14
S20	9	S13 OR S16
S21	3	S19 NOT S20
S22	4	S9 AND S14 AND S15
S23	12	S16:S21
S24	0	S22 NOT S23
S25	5	S7 AND S14 AND S11
S26	2	S25 NOT S23
S27	20756	(VIDEO? OR COMPUTER?) (3N) (GAME? ? OR CONSOLE? ?)
S28	741350	DISC? ? OR DISK?
S29	632	S27(5N) (ID OR IDENT? OR CODE? ? OR KEY??? OR PASSWORD?? OR CODING OR ACCESS?)
S30	23976	S28(5N) (ID OR IDENT? OR CODE? ? OR KEY??? OR PASSWORD?? OR CODING OR ACCESS?)
S31	20	S7:S8 AND S29 AND S30
S32	14	S23:S26
S33	17	S31 NOT S32
S34	0	S11 AND S12 AND S29 AND S30

File 350:Derwent WPI 1963-2006/UD=200677

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File 347:JAPIO Dec 1976-2006/Aug(Updated 061130)

(c) 2006 JPO & JAPIO

13/69,K/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPI
(c) 2006 The Thomson Corporation. All rts. reserv.

0010900466 - Drawing available

WPI ACC NO: 2001-521211/

XRPX Acc No: N2001-386131

System for obtaining digital information via a communication network such as the Internet using a server with a list of computer games and a server including a storage device

Patent Assignee: MEDIA STATION INC (MEDI-N)

Inventor: FLURRY H S; STINSON J L

Patent Family (2 patents, 92 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update
WO 2001001240	A2	20010104	WO 2000US17359	A	20000623	200157 B
AU 200057629	A	20010131	AU 200057629	A	20000623	200157 E

Priority Applications (no., kind, date): US 1999347584 A 19990630

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
WO 2001001240	A2	EN	22	3	

National Designated States, Original: AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ DE DK DM DZ EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT TZ UA UG US UZ VN YU ZA ZW

Regional Designated States, Original: AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TZ UG ZW

AU 200057629 A EN Based on OPI patent WO 2001001240

Alerting Abstract WO A2

NOVELTY - A web/key server (110) provides a user interface and allows a user to select a title, while a web server (111) provides an interface to present a client machine (120) with a selection of titles via the Internet (150). A server table (116) provides a list of various scenes on which CD-ROM images are stored and a user can play a game title using web pages (117) after obtaining authorization and a CD key file (119). A web browser (121) provides a user interface and obtains the CD key file (122) for selecting an image of a computer game at the server and allow a partial play of the game.

DESCRIPTION - INDEPENDENT CLAIMS are included for a method of data processing for a computer software program, for a method of operating a computer system and for a game playing system.

USE - Obtaining digital information from CD formatted data via a communication network.

DESCRIPTION OF DRAWINGS - The drawing illustrates a system according to an embodiment of the invention

- 110Web/key server
- 111Web server
- 120Client machine
- 150Internet
- 116Server table
- 117Web pages
- 119,122CD key files
- 121Web browser

Title Terms/Index Terms/Additional Words: SYSTEM; OBTAIN ; DIGITAL; INFORMATION; COMMUNICATE; NETWORK; SERVE; LIST; COMPUTER; GAME; STORAGE; DEVICE

Class Codes

International Classification (Main): G06F-009/00

File Segment: EPI;

DWPI Class: T01

Manual Codes (EPI/S-X): T01-C01A; T01-H07C3C; T01-H07C3E; T01-H07C5E;
T01-P02A; T01-S03

System for obtaining digital information via a communication network such as the Internet using a server with a...

Original Titles:

SYSTEM AND METHOD FOR **OBTAINING** DIGITAL INFORMATION VIA COMMUNICATIONS NETWORK...

Alerting Abstract ...NOVELTY - A web/key server (110) **provides** a user interface and allows a user to select a title, while a web server (111) **provides** an interface to present a client machine (120) with a selection of titles via the Internet (150). A server table (116) **provides** a list of various scenes on which CD-ROM images are stored and a user can play a game title using web pages (117) after **obtaining** authorization and a **CD key** file (119). A web browser (121) **provides** a user interface and **obtains** the **CD key** file (122) for selecting an image of a computer game at the server and allow...

...USE - **Obtaining** digital information from CD formatted data via a communication network...

Title Terms.../Index Terms/Additional Words: **OBTAIN** ;

Original Publication Data by Authority

Original Abstracts:

...a user to select a game from among the games in the list of computer games . **Computer** readable **code** **obtains** **access** to an image of a computer game among the images of the CD ROMs on...

17/69,K/5 (Item 5 from file: 350)
DIALOG(R)File 350:Derwent WPI
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0010381381 - Drawing available

WPI ACC NO: 2000-149792/

XRPX Acc No: N2000-110981

Circumvention preventing method of copy protection of data carrier for copy protection includes comparing the authentication data and expected data

Patent Assignee: C-DILLA LTD (CDIL-N); MACROVISION EURO LTD (MACR-N)

Inventor: EDWARDS R

Patent Family (2 patents, 1 countries)

Patent		Application				Update	
Number	Kind	Date	Number	Kind	Date		
GB 2340968	A	20000301	GB 199810518	A	19980515	200014	B
GB 2340968	B	20030226				200317	E

Priority Applications (no., kind, date): GB 199810518 A 19980515

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
GB 2340968	A	EN	17	1	

Alerting Abstract GB A

NOVELTY - The method includes comparing the expected data and authentication data **received** by the data **accessing** system i.e. **game console** from data carrier i.e. compact disk (CD). An alarm generated to disable **access** of data and cause the console to **access** the CD only as audio disk if the **received** data differs from expected data.

DESCRIPTION - An INDEPENDENT CLAIM includes a circumvention prevention system.

USE - Game console

ADVANTAGE - Prevents pirate disks being played even with a mod chip (10).

DESCRIPTION OF DRAWINGS - The drawing shows a block diagram of the circumvention prevention system.

10 Mod Chip

Title Terms/Index Terms/Additional Words: PREVENT; METHOD; COPY; PROTECT; DATA; CARRY; COMPARE; AUTHENTICITY

Class Codes

International Classification (Main): G06F-012/14

(Additional/Secondary): G11B-020/00

File Segment: EPI;

DWPI Class: T01; T03; W04

Manual Codes (EPI/S-X): T01-H01C2; T01-J12C; T01-J20B2A; T03-P07C; W04-X02C

...NOVELTY - The method includes comparing the expected data and authentication data **received** by the data **accessing** system i.e. **game console** from data carrier i.e. compact disk (CD). An alarm generated to disable **access** of data and cause the console to **access** the CD only as audio disk if the **received** data differs from expected data.

17/69,K/6 (Item 6 from file: 350)
DIALOG(R) File 350:Derwent WPI
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0010280229 - Drawing available
WPI ACC NO: 2000-593326/200056
Related WPI Acc No: 1995-263445; 1997-077020; 1997-178588; 1997-309650;
1997-448209; 1997-549272; 1998-041570; 1998-145099; 1998-178848;
1999-357319; 1999-579428; 2000-061147; 2000-115332; 2000-281905;
2000-292050; 2000-450674; 2000-474583; 2001-201537; 2002-009597;
2002-120770; 2002-224132; 2002-266877; 2003-208786; 2003-875859;
2006-391155; 2006-400628

XRPX Acc No: N2000-439347

Random video access apparatus for CD-based video games, laser disc video system, enables buffering sufficient video information, so as to seamlessly skip over one of non-selected segment within video program

Patent Assignee: ABECASSIS M (ABEC-I)

Inventor: ABECASSIS M

Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update
US 6091886	A	20000718	US 1992832335	A	19920207	200056 B
			US 19932998	A	19930111	
			US 1995419822	A	19950411	
			US 1997954535	A	19971020	
			US 1998108820	A	19980701	

Priority Applications (no., kind, date): US 1997954535 A 19971020; US 1995419822 A 19950411; US 19932998 A 19930111; US 1992832335 A 19920207; US 1998108820 A 19980701

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
US 6091886	A	EN	28	9	C-I-P of application US 1992832335 Division of application US 19932998 Continuation of application US 1995419822 Division of application US 1997954535 Division of patent US 5434678

Alerting Abstract US A

NOVELTY - Segments of video program are selected in response to time restriction, by applying the content preference. The selected segments are played as a seamless version of the video program. Sufficient video information is buffered, so as to enable random **accessing** for seamlessly skipping over one of the non-selected video segment included in the video program.

DESCRIPTION - A time restriction unit establishes a restriction with respect to the time for which the video programs are to be played. A preferencing unit establishes a content preference level of explicitness in each of the video content categories. An **INDEPENDENT CLAIM** is also included for random video **access** method.

USE - For CD-based video games, laser disc video system.

ADVANTAGE - Enables automatically **retrieving** non-sequentially stored video segments of a program, from a single program source, in response to viewer's preestablished viewing preferences, and **transmitting** selected segments as seamless video program.

DESCRIPTION OF DRAWINGS - The figure shows the video content preference

selection screen.

Title Terms/Index Terms/Additional Words: RANDOM; VIDEO; **ACCESS** ;
APPARATUS; CD; BASED; GAME; LASER; DISC; SYSTEM; ENABLE; BUFFER;
SUFFICIENT; INFORMATION; SO; SEAM; SKIP; ONE; NON; SELECT; SEGMENT;
PROGRAM

Class Codes

International Classification (Main): H04N-005/781
(Additional/Secondary): H04N-005/761, H04N-005/783

File Segment: EPI;

DWPI Class: W04

Manual Codes (EPI/S-X): W04-C10A3; W04-F01M; W04-X02C

Random video access apparatus for CD -based video games , laser disc video system, enables buffering sufficient video information, so as to seamlessly skip over one of non...

Alerting Abstract ...version of the video program. Sufficient video information is buffered, so as to enable random **accessing** for seamlessly skipping over one of the non-selected video segment included in the video

...each of the video content categories. An INDEPENDENT CLAIM is also included for random video **access** method...

...ADVANTAGE - Enables automatically **retrieving** non-sequentially stored video segments of a program, from a single program source, in response to viewer's preestablished viewing preferences, and **transmitting** selected segments as seamless video program...

Title Terms.../Index Terms/Additional Words: **ACCESS** ;

Original Publication Data by Authority

Original Abstracts:

...level of explicitness in each of a plurality of content categories. In an embodiment, random **access** and buffering means are utilized to **retrieve** segments of a video, to buffer at least a portion of a segment of a video, and to seamlessly skip a **retrieval** of at least one segment of the video, thereby playing, from within the video a...

Claims:

...length of, the video program, the playing comprising buffering sufficient video information to enable a **random** accessing to seamlessly skip over at least one non-selected segment included within the video...

17/69,K/7 (Item 7 from file: 350)
DIALOG(R)File 350:Derwent WPI
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0009938081 - Drawing available
WPI ACC NO: 2000-239404/200021
XRPX Acc No: N2000-179757

Disk validation method for playback apparatus

Patent Assignee: SONY COMPUTER ENTERTAINMENT INC (SONY); SONY COMPUTER ENTERTAINMENT KK (SONY)

Inventor: NODA S

Patent Family (16 patents, 35 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update
EP 989555	A1	20000329	EP 1999307512	A	19990922	200021 B
AU 199948745	A	20000330	AU 199948745	A	19990916	200026 E
CN 1249510	A	20000405	CN 1999120386	A	19990924	200034 E
CA 2283014	A1	20000325	CA 2283014	A	19990922	200035 E
JP 2000163873	A	20000616	JP 1999252295	A	19990906	200036 E
KR 2000023401	A	20000425	KR 199940966	A	19990922	200107 E
MX 199908645	A1	20000901	MX 19998645	A	19990921	200139 E
SG 81313	A1	20010619	SG 19994829	A	19990924	200141 E
TW 452782	A	20010901	TW 1999116016	A	19990916	200240 E
AU 755690	B	20021219	AU 199948745	A	19990916	200312 E
JP 3464178	B2	20031105	JP 1999252295	A	19990906	200377 E
EP 989555	B1	20040407	EP 1999307512	A	19990922	200425 E
DE 69916198	E	20040513	DE 69916198	A	19990922	200434 E
			EP 1999307512	A	19990922	
RU 2248624	C2	20050320	RU 1999120665	A	19990923	200521 E
CA 2283014	C	20050607	CA 2283014	A	19990922	200538 E
US 7031472	B1	20060418	US 1999404427	A	19990923	200627 E

Priority Applications (no., kind, date): EP 1999307512 A 19990922; JP 1998272144 A 19980925; JP 1999252295 A 19990906

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
EP 989555	A1	EN	28	12	
Regional Designated States,Original: AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI					
CA 2283014	A1	EN			
JP 2000163873	A	JA	19		
KR 2000023401	A	KO		12	
SG 81313	A1	EN			
TW 452782	A	ZH			
AU 755690	B	EN			Previously issued patent AU 9948745
JP 3464178	B2	JA	18		Previously issued patent JP 2000163873
EP 989555	B1	EN			
Regional Designated States,Original: AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU MC NL PT SE					
DE 69916198	E	DE			Application EP 1999307512 Based on OPI patent EP 989555
CA 2283014	C	EN			

Alerting Abstract EP A1

NOVELTY - Method consists in performing an absolute authentication process for authenticating the disk with information recorded in a predetermined position, when the disk is first accessed according to a first rule at a predetermined time, and performing an arbitrary authentication process according to a second rule at an arbitrary time. If

authentication does not occur the processing execution is forcibly ended.

DESCRIPTION - There are INDEPENDENT CLAIMS for (1) a disk playback apparatus and (2) an entertainment apparatus.

USE - Method is for authenticating playback information from a disk.

ADVANTAGE - Method prevents illegal copying of a disk and prevents playback of an illegal copy, overcoming any special device attached to the machine designed to validate a disk.

DESCRIPTION OF DRAWINGS - The figure shows a block diagram of a security code detector and disk playback controller incorporated in the disk access mechanism of the video game apparatus .

Title Terms/Index Terms/Additional Words: DISC; VALID; METHOD; PLAYBACK; APPARATUS

Class Codes

International Classification (Main): G11B-019/04, G11B-020/00, G11B-020/10, G11B-023/28, G11B-023/30, G11B-007/00

(Additional/Secondary): A63F-013/00, A63F-013/10, A63F-009/00, G06F-012/14, G06F-003/06, H04L-009/32

International Classification (+ Attributes)

IPC + Level Value Position Status Version

G06F-0011/30 A I L B 20060101

H04L-0009/00 A I L B 20060101

H04N-0007/167 A I F B 20060101

File Segment: EngPI; EPI;

DWPI Class: T03; W04; P36

Manual Codes (EPI/S-X): T03-N01; T03-P07A; W04-X02C

Alerting Abstract ...authenticating the disk with information recorded in a predetermined position, when the disk is first accessed according to a first rule at a predetermined time, and performing an arbitrary authentication process...

...block diagram of a security code detector and disk playback controller incorporated in the disk access mechanism of the video game apparatus .

Original Publication Data by Authority

Original Abstracts:

...playback controller (28) has a function to instruct a CPU (42) to play back an optical disk (12) at different access positions in an absolute authentication process and an arbitrary authentication process.. An absolute decision unit...

...an optical disk (12) that should not be authenticated normally is connected to a disk access mechanism (14), the optical disk (12) that should not be authenticated normally or the special device can reliably be detected...

...a disk playback controller has a function to instruct a CPU to play back an optical disk at different access positions in an absolute authentication process and an arbitrary authentication process. An absolute decision unit...

...authenticate an optical disk that should not be authenticated normally is connected to a disk access mechanism, the optical disk that should not be authenticated normally or the special device can reliably be detected to...

Claims:

...absolute authentication process if the information for authentication is

detected as being recorded in said **predetermined** position;executing a program transferred from said recording medium if normal authentication is declared in...

...in arbitrary positions other than said predetermined position,wherein said absolute authentication process is performed **when** said recording medium starts being accessed for the first time, and said arbitrary authentication process...

17/9/8 (Item 1 from file: 347)
DIALOG(R) File 347:JAPIO
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04182131 **Image available**
VERIFYING SYSTEM FOR CD-ROM SOFTWARE

PUB. NO.: 05-173831 [JP 5173831 A]
PUBLISHED: July 13, 1993 (19930713)
INVENTOR(s): WAKASU YUTAKA
APPLICANT(s): NEC HOME ELECTRON LTD [000193] (A Japanese Company or Corporation), JP (Japan)
APPL. NO.: 03-119967 [JP 91119967]
FILED: May 24, 1991 (19910524)
INTL CLASS: [5] G06F-011/28; G11B-020/18
JAPIO CLASS: 45.1 (INFORMATION PROCESSING -- Arithmetic Sequence Units);
42.5 (ELECTRONICS -- Equipment)
JAPIO KEYWORD: R131 (INFORMATION PROCESSING -- Microcomputers & Microprocessors)
JOURNAL: Section: P, Section No. 1634, Vol. 17, No. 588, Pg. 162, October 27, 1993 (19931027)

ABSTRACT

PURPOSE: To verify CD-ROM software with a high precision in a simple system.

CONSTITUTION: A dummy CD-ROM reproducing device 10 is **provided** for the purpose of not using an actual CD-ROM but using a game device main body 1 using its software to perform verification at the time of verifying game software stored in the CD-ROM. That is, the dummy CD-ROM reproducing device 10 consists of a device HD 12 loaded with a hard disk where this software 12a is stored and a personal computer 11 which **accesses** this device HD 12. The **game device** main body 1 **accesses** the dummy CD - ROM reproducing device 10, and the personal computer 11 changes this **access** indication to the CD - ROM to that to the hard disk and **accesses** the hard disk to take out prescribed data and gives this data to the game device main body 1, thus verifying the software 12a.

21/69,K/1 (Item 1 from file: 350)
DIALOG(R)File 350:Derwent WPI
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0013466048 - Drawing available
WPI ACC NO: 2003-557601/200352
Related WPI Acc No: 2003-401134; 2003-466622; 2003-596983; 2003-678213;
2005-344303

XRPX Acc No: N2003-443222

**Cashless gaming apparatus for slot machine in casino, downloads
player's funds to game machine and player status is updated by
real-time gaming account wagering system connected to game machine**
Patent Assignee: ARISTOCRAT TECHNOLOGIES INC (ARIS-N); CASINO DATA SYSTEMS
(CASI-N)

Inventor: WEISS S A

Patent Family (2 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update
US 20030087692	A1	20030508	US 1997908300	A	19970807	200352 B
			US 2002308341	A	20021202	
US 6997807	B2	20060214	US 2002308341	A	20021202	200613 E

Priority Applications (no., kind, date): US 1997908300 A 19970807; US
2002308341 A 20021202

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
US 20030087692	A1	EN	29	10	Continuation of application US 1997908300

Continuation of patent US 6511377

Alerting Abstract US A1

NOVELTY - A player inserts player card into a card reader in one of **game machines** (G1-Gn) and inputs personal identification number to real-time gaming account wagering system (20) through **game machine**. The **game machine** allows player to review his/her electronic account balance, download funds to **game machine** and wager some of his/her funds. The wagering system updates player status as a function of player wagering activity.

DESCRIPTION - An INDEPENDENT CLAIM is also included for method of playing **game machines** operatively connected to on-line cashless wagering system.

USE - For playing cashless **games** in **slot machines** connected to on-line cashless wagering system, in casino.

ADVANTAGE - Enhances the players excitement and entertainment experience by allowing continuous game play. Eliminates the need for a player to carry a substantial amount of currency and/or tokens while assuring that player always has the right denomination on hand in order to play any particular table game. Allows a player to select the personal identification number (PIN) for security and to use the PIN when **accessing** electronic account through **game machine**. Allows players to **access** their available account balances with their cards and redeem the balances for cash and perquisite vouchers directly from the redemption apparatus. Eliminates the need for a player to have to repetitively operate a bill validator to obtain play credits for playing particular **gaming machine**.

DESCRIPTION OF DRAWINGS - The figure shows the block diagram of the cashless gaming system.

20 real-time gaming account wagering system

G1-Gn **game machines**

Title Terms/Index Terms/Additional Words: GAME; APPARATUS; SLOT; MACHINE;

CASINO; PLAY; FUND; STATUS; UPDATE; REAL; TIME; ACCOUNT; SYSTEM; CONNECT

Class Codes

International Classification (Main): G06F-019/00

International Classification (+ Attributes)

IPC + Level Value Position Status Version

A63F-0013/00 A I F B 20060101

File Segment: EngPI; EPI;

DWPI Class: T05; W04; P36

Manual Codes (EPI/S-X): T05-H05E; T05-H08C

Cashless gaming apparatus for slot machine in casino, downloads player's funds to game machine and player status is updated by real-time gaming account wagering system connected to game machine

Original Titles:

Cashless gaming system: apparatus and method...

...Cashless gaming system: apparatus and method

Alerting Abstract ...NOVELTY - A player inserts player card into a card reader in one of game machines (G1-Gn) and inputs personal identification number to real-time gaming account wagering system (20) through game machine. The game machine allows player to review his/her electronic account balance, download funds to game machine and wager some of his/her funds. The wagering system updates player status as a

...
DESCRIPTION - An INDEPENDENT CLAIM is also included for method of playing game machines operatively connected to on-line cashless wagering system

...USE - For playing cashless games in slot machines connected to on-line cashless wagering system, in casino...

...to select the personal identification number (PIN) for security and to use the PIN when accessing electronic account through game machine. Allows players to access their available account balances with their cards and redeem the balances for cash and perquisite...

...to have to repetitively operate a bill validator to obtain play credits for playing particular gaming machine.

...G1-Gn game machines

Original Publication Data by Authority

Original Abstracts:

...and method for cashless gaming wherein a player can access credits via a pin activated keypad located on the gaming machine. Real-time accounting allows the player to redeem credits and secure perquisites as a function...

...and method for cashless gaming wherein a player can access credits via a pin activated keypad located on the gaming machine. Real-time accounting allows the player to redeem credits and secure perquisites as a function...

...Credits on the credit meter related to the promotional value cannot be

cashed out. In addition , credits on the credit meter may be accounted as to type of credit , and one type of credit may be removed from the credit meter before another type of credit.

Claims:

...in combination:a player card,means for initializing said player card for use in a gaming machine ,player card reading means operatively coupled to said gaming machine ,credit downloading means to allow the player to transfer, display and wager some of the...

...communicating with both said initializing means and said player card reading means to enable said gaming machine to immediately update player status as a function of player wagering activity...

...I claim:1. A method of operating gaming machines connected to a system computer associated with a database, each of said gaming machines having a credit meter and being associated with a card reader and a controller assembly...

...card to at least one player;creating a player account in said database, said player account associated with said player card and having a plurality of separate account balances, each said account...

...promotional value;inserting said player card into said card reader associated with one of said gaming machines ;applying credits to said credit meter of said one gaming machine by said one player accessing said player account at said gaming machine , said step of applying credits including decrementing at least one of said first account balance ...

...meter based on decrementing said second account balance from being cashed out at said one gaming machine ; andcashing out applied credits . on said credit meter based on decrementing said first account...

21/69,K/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPI
(c) 2006 The Thomson Corporation. All rts. reserv.

0009620197 - Drawing available
WPI ACC NO: 1999-570514/
Related WPI Acc No: 1991-208318; 1995-358079; 1996-442492; 1998-217500;
2000-170491; 2001-450250
XRPX Acc No: N1999-420256
Play controller of game machine e.g. slot machine
Patent Assignee: SCOTCH TWIST INC (SCOT-N)
Inventor: LUCERO J L
Patent Family (1 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update
US 5952640	A	19990914	US 1989453991	A	19891219	199948 B
			US 1991740814	A	19910806	
			US 1992950980	A	19920923	
			US 199360277	A	19930511	
			US 1995430354	A	19950428	
			US 1996718206	A	19960920	
			US 1998157777	A	19980921	

Priority Applications (no., kind, date): (US 1996718206 A 19960920; US 1995430354 A 19950428; US 199360277 A 19930511; US 1992950980 A 19920923; US 1991740814 A 19910806; US 1989453991 A 19891219; US 1998157777 A 19980921

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
US 5952640	A	EN	14	7	Continuation of application US 1989453991
1991740814					Continuation of application US C-I-P of application US 1992950980 C-I-P of application US 199360277
1995430354					Continuation of application US
1996718206					Continuation of application US Continuation of patent US 5038022 C-I-P of patent US 5457306 Continuation of patent US 5559312

Alerting Abstract US A

NOVELTY - A reader (26) transmits information from both keyboard and account code generator to an institution. A receiver receives information regarding an approved playing amount from institution. An activator coupled to receiver permits play on **game machine** (10).

DESCRIPTION - A keyboard (20) coupled to **game machine** (10) receives information regarding first account and requested playing amount. An account code generator which generates information regarding second **account** is also coupled to **game machine**. An INDEPENDENT CLAIM is also included for play control method.

USE - In **game machine** e.g. **slot machine** using charge cards such as VISA, master card or American express charge cards and bank account access card.

ADVANTAGE - The system posts a daily balance for the player to a **credit** process facility, and processes balances to **update accounts** for the player and for the casino with the card issuer. The player can request

additional play credit and its use at one of more additional **game machines** , and if they are granted, balance of amount is maintained efficiently.

DESCRIPTION OF DRAWINGS - The figure shows diagrammatic representation of play credit obtaining circuit.

- 10 **Game machine**
- 20 Key board
- 26 Reader

Title Terms/Index Terms/Additional Words: PLAY; CONTROL; GAME; MACHINE; SLOT

Class Codes

International Classification (Main): G06F-015/21
(Additional/Secondary): G06F-015/44

File Segment: EPI;

DWPI Class: T05; W04

Manual Codes (EPI/S-X): T05-H05E; W04-X02A

Play controller of game machine e.g. slot machine

Original Titles:

Gaming machine system operable with general purpose charge cards.

Alerting Abstract ...regarding an approved playing amount from institution. An activator coupled to receiver permits play on **game machine** (10).DESCRIPTION - A keyboard (20) coupled to **game machine** (10) receives information regarding first account and requested playing amount. An account code generator which generates information regarding second **account** is also **coupled to game machine** . An INDEPENDENT CLAIM is also included for play control method...

...USE - In **game machine** e.g. **slot machine** using charge cards such as VISA, master card or American express charge cards and bank...

...ADVANTAGE - The system posts a daily balance for the player to a **credit** process facility, and processes balances to **update accounts** for the player and for the casino with the card issuer. The player can request additional play credit and its use at one of more additional **game machines** , and if they are granted, balance of amount is maintained efficiently...

...10 **Game machine**

Original Publication Data by Authority

Original Abstracts:

...card such as a VISA, MasterCard or AMERICAN EXPRESS card to a reader at a **gaming machine** or enters on a keyboard or other input device, information relating to the general purpose...

...card facility) either directly or through an intermediate transaction processing facility. Also transmitted are an **identification** of the **gaming machine** and the gaming operator. Upon approval of the requested playing credit, the **gaming machine** is enabled and thereafter a running net (balance) is kept for the player and/or...

Claims:

...account maintained at an institution for enabling games of chance to be played on a **gaming machine** at a location which is remote from and is

different from said institution, comprising: means for causing information concerning said first account to be received by said **gaming machine** ; means for causing information concerning a requested playing amount to be received by said **gaming machine** ; means for causing information concerning a second account to be generated at said location, said second **account associated** with said **gaming machine** ; means for transmitting information concerning said first account, said requested amount, and said second account...

...an indication from said institution of an approved playing amount; and means for conditioning said **gaming machine** in accordance with said approved playing amount to permit plays thereon.

26/69,K/2 (Item 2 from file: 350)
DIALOG(R)File 350:Derwent WPI
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0009798426 - Drawing available
WPI ACC NO: 2000-087608/200008
XRPX Acc No: N2000-068860

Incentive providing method for playing electronic slot machines connected by a network to a host computer in a casino

Patent Assignee: ACRES GAMING INC (ACRE-N); ACRES J F (ACRE-I); IGT (IGTI-N)

Inventor: ACRES J F

Patent Family (8 patents, 4 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update
AU 199924973	A	19991104	AU 199924973	A	19990428	200008 B
ZA 199902945	A	19991229	ZA 19992945	A	19990426	200008 E
CA 2270031	A1	19991028	CA 2270031	A	19990427	200014 E
US 6371852	B1	20020416	US 199883301	P	19980428	200232 E
			US 1998134598	A	19980814	
AU 750775	B	20020725	AU 199924973	A	19990428	200260 E
US 20020151357	A1	20021017	US 199883301	P	19980428	200270 E
			US 1998134598	A	19980814	
			US 2002123918	A	20020416	
US 6712697	B2	20040330	US 199883301	P	19980428	200423 E
			US 1998134598	A	19980814	
			US 2002123918	A	20020416	
CA 2548977	A1	19991028	CA 2270031	A	19990427	200677 E
			CA 2548977	A	19990427	

Priority Applications (no., kind, date): US 199883301 P 19980428; US 1998134598 A 19980814; US 2002123918 A 20020416

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
AU 199924973	A	EN	26	2	
ZA 199902945	A	EN	26		
CA 2270031	A1	EN			
US 6371852	B1	EN			Related to Provisional US 199883301
AU 750775	B	EN			Previously issued patent AU 9924973
US 20020151357	A1	EN			Related to Provisional US 199883301
1998134598					Continuation of application US
US 6712697	B2	EN			Continuation of patent US 6371852
1998134598					Related to Provisional US 199883301
					Continuation of application US
CA 2548977	A1	EN			Continuation of patent US 6371852
					Division of application CA 2270031

Alerting Abstract AU A

NOVELTY - A player account is created which is **accessible** by a host computer. Credit is applied to the player account. **Access** is provided to the account in response to a command initiated by a player at a slot machine. The account is debited in response to a game played at the slot machine. The slot machine is credited in response to debiting the account.

USE - For providing an incentive to play electronic slot machines connected by a network to a host computer. For a casino.

ADVANTAGE - Provides incentives, e.g., bonuses, inducements for signing

up for carded play, player tracking points, complementary or reduced-price wagering, etc., with a single system. Allows the system to be **accessible** using a player-tracking card, which is already in use by many players. Awards player credit to slot machines under conditions determined by the casino whether or not the player was enrolled for carded play. Provides such awards while permitting the player to continue play at the machines. Provides awards that can only be taken in further wagers on the machines. Ensures that a player cannot cash out an award immediately but must apply it to subsequent wagers made on the machine. Allows a player to cash out any awards won during play. Ensures that a player can have ready **access** to his or her winnings rather than having to present their card to a casino cashier who gives the winnings to the player. Reduces the overheads of the casino. Permits conversion of player-tracking points to credits while players remain at the slot machines and permits the player to convert back and forth between points and credits that can be wagered.

DESCRIPTION OF DRAWINGS - The drawing shows a schematic diagram of a slot machine and associated hardware.

Title Terms/Index Terms/Additional Words: METHOD; PLAY; ELECTRONIC; SLOT; MACHINE; CONNECT; NETWORK; HOST; COMPUTER; CASINO

Class Codes

International Classification (+ Attributes)

IPC + Level Value Position Status Version

G07F-0017/32 A I R 20060101

G06Q-0050/00 A I F 20060101

G07F-0017/32 A I L 20060101

A63F S I R 20060101

G06F S I R 20060101

G07F-0017/32 C I R 20060101

File Segment: EngPI; EPI;

DWPI Class: W04; P36

Manual Codes (EPI/S-X): W04-X02E

Alerting Abstract ...NOVELTY - A player account is created which is **accessible** by a host computer. Credit is applied to the player account. **Access** is provided to the account in response to a command initiated by a player at...

...complementary or reduced-price wagering, etc., with a single system. Allows the system to be **accessible** using a player-tracking card, which is already in use by many players. Awards player...

...to cash out any awards won during play. Ensures that a player can have ready **access** to his or her winnings rather than having to present their card to a casino...

Original Publication Data by Authority

Original Abstracts:

...devices connected by a network to a host computer. The casino creates a player account **accessible** by the host computer. The **account** can accrue both player-tracking points and **account credits**. **Account credits** are applied to a player's **account** as sign-up incentive, bonus award or other player incentive. When the player inserts his or her card in a card reader at one of the **gaming devices**, the player has **access** to the account points and credits. When playing with account credits, the account is debited...

...devices connected by a network to a host computer. The casino creates a player account **accessible** by the host computer. The **account** can accrue both player-tracking **points** and **account credits**. **Account credits** are applied to a player's **account** as sign-up incentive, bonus award or other player incentive. When the player inserts his or her card in a card reader at one of the **gaming devices**, the player has **access** to the account points and credits. When playing with account credits, the account is debited...

...devices connected by a network to a host computer. The casino creates a player account **accessible** by the host computer. The **account** can accrue both player-tracking **points** and **account credits**. **Account credits** are applied to a player's **account** as sign-up incentive, bonus award or other player incentive. When the player inserts his or her card in a card reader at one of the **gaming devices**, the player has **access** to the account points and credits. When playing with account credits, the account is debited...

Claims:

...gaming devices connected by a network to a host computer comprising: creating a player account **accessible** by the host computer; applying credit to the player account; providing **access** to the account responsive to a command initiated by a player at one of the...

...gaming devices connected by a network to a host computer comprising: creating a player account **accessible** by the host computer; applying an incentive credit to the player account; providing **access** to the account responsive to a command initiated by a player at one of the...

...host computer comprising: applying an incentive credit to a memory associated with one of the **gaming devices**; providing **access** to the memory responsive to a command initiated by a player at said one gaming...
?

33/69,K/11 (Item 11 from file: 350)
DIALOG(R)File 350:Derwent WPI
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0012754255 - Drawing available
WPI ACC NO: 2002-607435/200265
Related WPI Acc No: 2003-353765; 2003-719791; 2003-831657
XRPX Acc No: N2002-481024

Video game system for home video game system, defines partition in hard disk drive corresponding to encrypted commands received from server
Patent Assignee: ELLIOTT S (ELLI-I); NINTENDO AMERICA INC (NINT)
Inventor: ELLIOTT S; ELLIOTT S

Patent Family (2 patents, 1 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update
US 20020077177	A1	20020620	US 1999288293	A	19990408	200265 B
			US 1999384189	A	19990827	
US 6468160	B2	20021022	US 1999384189	A	19990827	200273 E

Priority Applications (no., kind, date): US 1999288293 A 19990408; US 1999384189 A 19990827

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
US 20020077177	A1	EN	55	18	C-I-P of application US 1999288293

Alerting Abstract US A1

NOVELTY - A game processing system connected to a server through Internet, generates game play graphics on a user's display. A writable hard disk drive stores the graphics data loaded in the system. A controller (56) defines partitions in the hard disk drive corresponding to encrypted commands received from the server.

DESCRIPTION - INDEPENDENT CLAIMS are included for the following:

- 1.Video game system secure operation method;
- 2.Emulator; and
- 3.Video game system emulation method.

USE - Video game system e.g. **Nintendo 64 video game system ** with hard disk drive and Internet access capability for domestic application.

ADVANTAGE - Provides unique, multilevel security with Internet access capability to the video game system and avoids downloading and execution of unauthorized programs by defining partitions in the drive corresponding to the encrypted commands from the server. **Permits** downloading entire games into the drive and also caching of Internet data to permit user-friendly viewing of Internet pages.

DESCRIPTION OF DRAWINGS - The figure shows a perspective view of the video game system.

56 Controller

Title Terms/Index Terms/Additional Words: VIDEO; GAME; SYSTEM; HOME; DEFINE ; PARTITION; HARD; DISC; DRIVE; CORRESPOND; ENCRYPTION; COMMAND; RECEIVE ; SERVE

Class Codes

International Classification (Main): A63F-013/12, G06F-017/00
(Additional/Secondary): A63F-013/00

File Segment: EngPI; EPI;
DWPI Class: T01; W04; P36
Manual Codes (EPI/S-X): T01-C01A; T01-D01; T01-F05E; T01-J30B; T01-N01B1;
T01-N02B1B; W04-X02C

...for home video game system, defines partition in hard disk drive
corresponding to encrypted commands received from server

Original Titles:

SECURITY SYSTEM FOR VIDEO GAME SYSTEM WITH HARD DISK DRIVE AND INTERNET
ACCESS CAPABILITY...

...Security system for video game system with hard disk drive and
internet access capability

Alerting Abstract ...system. A controller (56) defines partitions in the
hard disk drive corresponding to encrypted commands received from the
server....USE - Video game system e.g. Nintendo 64 video game system
 with hard disk drive and Internet access capability for domestic
application...

... **ADVANTAGE** - Provides unique, multilevel security with Internet
access capability to the video game system and avoids downloading and
execution of unauthorized programs by defining partitions in the drive
corresponding to the encrypted commands from the server. **Permits**
downloading entire games into the drive and also caching of Internet data
to permit user

Title Terms.../Index Terms/Additional Words: **RECEIVE** ;

Original Publication Data by Authority

Original Abstracts:

...the expansion device housing as close as possible to the hard disk drive
and the downloaded video games and other data it is designed to protect.
Security features are incorporated into, for example, a disk drive
controlling processing engine to provide security features which extend
far beyond simplistic password systems which have heretofore been utilized
in...

...encrypts in accordance with a highly secure encrypting algorithm. A
further level of security is provided in the illustrative embodiments by
partitioning the hard drive into various partitions whose security/
accessibility is tightly controlled. Each application program, e.g., a
video game, has a predetermined number...

...the expansion device housing as close as possible to the hard disk drive
and the downloaded video games and other data it is designed to protect.
Security features are incorporated into, for example, a disk drive
controlling processing engine to provide security features which extend
far beyond simplistic password systems which have heretofore been utilized
in...

...encrypts in accordance with a highly secure encrypting algorithm. A
further level of security is provided in the illustrative embodiments by
partitioning the hard drive into various partitions whose security/
accessibility is tightly controlled. Each application program, e.g., a
video game, has a predetermined number...

Claims:

...device controller for defining partitions in said mass storage device in

response to encrypted commands **received** from said server...

...device controller for defining partitions in said mass storage device in response to encrypted commands **received** from said server.

33/69,K/14 (Item 14 from file: 350)
DIALOG(R)File 350:Derwent WPI
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0007189749

WPI ACC NO: 1995-233531/199531

XRPX Acc No: N1995-182024

Producing personalised video games using CD discs - combining personalised images of game players with head of game character to provide video game, so that game players can see themselves as main character, using electronic camera to take image of players

Patent Assignee: EASTMAN KODAK CO (EAST)

Inventor: BAUMEISTER H P; ELLSON R N; PARULSKI K A

Patent Family (6 patents, 3 countries)

Patent Number	Kind	Date	Application Number	Kind	Date	Update
EP 661658	A2	19950705	EP 1994420366	A	19941220	199531 B
JP 7326135	A	19951212	JP 1994323050	A	19941226	199607 E
EP 661658	A3	19951025	EP 1994420366	A	19941220	199617 E
US 5595389	A	19970121	US 1993175806	A	19931230	199710 E
EP 661658	B1	20000510	EP 1994420366	A	19941220	200027 E
DE 69424392	E	20000615	DE 69424392	A	19941220	200036 E
			EP 1994420366	A	19941220	

Priority Applications (no., kind, date): US 1993175806 A 19931230

Patent Details

Number	Kind	Lan	Pg	Dwg	Filing Notes
EP 661658	A2	EN	8	6	
Regional Designated States,Original: DE FR GB					
JP 7326135	A	JA	6		
EP 661658	A3	EN			
US 5595389	A	EN	8	6	
EP 661658	B1	EN			
Regional Designated States,Original: DE FR GB					
DE 69424392	E	DE			Application EP 1994420366 Based on OPI patent EP 661658

Alerting Abstract EP A2

The compact disk (CD) includes recorded data being an authored segment of data created from graphics and control information, and a personalised segment of data. A video game having one or more characters, and several personalised images (20, 22 and 24) are **provided**.

The video game is read and executed. Selected personalised images are **accessed** and combined with one or more characters to form a personalised character in the game. The personalised character is then displayed (14) and used in the game.

ADVANTAGE - Provides interactive entertainment system incorporating personalised images and utilises storage medium, Compact Disk, having integrated personalised data and generalised game data.

Title Terms/Index Terms/Additional Words: PRODUCE; PERSON; VIDEO; GAME; CD; DISC; COMBINATION; IMAGE; PLAY; HEAD; CHARACTER; SO; CAN; MAIN; ELECTRONIC; CAMERA

Class Codes

International Classification (Main): A63F-009/22, G06F-019/00, G11B-020/12

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J10C2; T01-J12D; T01-P02; W04-C10A3; W04-X02C

...combining personalised images of game players with head of game character to provide video game, so that game players can see themselves as main character, using electronic camera...

Alerting Abstract ...game having one or more characters, and several personalised images (20, 22 and 24) are provided .

...The video game is read and executed. Selected personalised images are accessed and combined with one or more characters to form a personalised character in the game...

...ADVANTAGE - Provides interactive entertainment system incorporating personalised images and utilises storage medium, Compact Disk, having integrated personalised

Original Publication Data by Authority

Original Abstracts:

...game player(s) with for example the head of a game character so as to provide a video game wherein the game player(s) can see themselves as the main character The image of the player(s) may be formed using an electronic camera which provides as an output a digital representation of the player(s). The digital image is then accessed by the game software whenever the character is to be displayed. A plurality of different...

...game player(s) with for example the head of a game character so as to provide a video game wherein the game player(s) can see themselves as the main character The image of the player(s) may be formed using an electronic camera which provides as an output a digital representation of the player(s). The digital image is then accessed by the game software whenever the character is to be displayed. A plurality of different...

Claims:

...segment (34) of the hybrid disc (30); (c) reading and executing the control software to access at least one personalized digital image on the writable segment of the hybrid disc ; (d) accessing the stored graphics information and combining the at least one personalized low resolution digital image...

...of a person on the non-volatile portable storage medium; reading and executing the stored video game ; accessing and combining said low resolution digital image with said at least one character to from...

?

33/9/16 (Item 2 from file: 347)
DIALOG(R)File 347:JAPIO
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06810537 **Image available**
SYSTEM FOR INSPECTING GAME MACHINE

PUB. NO.: 2001-038027 [JP 2001038027 A]
PUBLISHED: February 13, 2001 (20010213)
INVENTOR(s): UGAWA SHOHACHI
APPLICANT(s): SANKYO KK
APPL. NO.: 11-218801 [JP 99218801]
FILED: August 02, 1999 (19990802)
INTL CLASS: A63F-007/02

ABSTRACT

PROBLEM TO BE SOLVED: To prevent the illegal exchange of a game control substrate during the transportation, or the like, of a game machine by registering and managing identifying information for every game machine in the production process of the game machine, or the like, **transmitting** the identifying information to a **delivery** destination as inspecting information and inspecting the rightness of identifying information in the game machine in the **delivery** destination.

SOLUTION: A personal computer 100 and an ID reading device 300 as an identifying information management device for reading and managing identifying information intrinsic to the game machine are arranged at the side of a production factory. In the meantime, an ID inspecting device 300a is arranged in a hall **computer** 170 as a **game** machine inspecting device. An ID reading device 300 reads identifying information from an ID originator as an identifying information holding means, which is attached to the game machine, specially, to a game control substrate 87a and stores read **identifying** information in a fixed **disk** device in accordance with the **delivery** destination of the game machine. When the game machine is inspected, identifying information is read from the ID originator of the **delivered** game machine and collated with inspecting information in the hall computer 170 to judge the proper game machine.

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33/9/15 (Item 1 from file: 347)
DIALOG(R) File 347:JAPIO
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06824928 **Image available**

OPTICAL DISK CARTRIDGE, OPTICAL DISK AND METHOD FOR PREVENTING EXECUTION OF
GAME PROGRAM

PUB. NO.: 2001-052422 [JP 2001052422 A]
PUBLISHED: February 23, 2001 (20010223)
INVENTOR(s): TAWARA YOSHINORI
AIKAWA SHINICHI
NAKAJIMA TAKAYASU
APPLICANT(s): MITSUMI ELECTRIC CO LTD
APPL. NO.: 11-220100 [JP 99220100]
FILED: August 03, 1999 (19990803)
INTL CLASS: G11B-019/04; A63F-013/00; G11B-023/30

3 days late
but though you'd
still might want to
see

ABSTRACT

PROBLEM TO BE SOLVED: To **provide** an optical disk cartridge, an optical disk and the method for preventing the execution of a game program, capable of preventing the making of copied goods by being mounted on the optical disk device used exclusively for a computer game and reproduced.

SOLUTION: The optical disk cartridge 1 is **provided** with the optical disk 2 whereon the game program is recorded, and the cartridge 3 for housing this optical disk 2, and the optical disk 2 is rotatably supported by a supporting mechanism arranged on the cartridge 3. An authentication circuit 4 communicable with the optical disk device used exclusively for the **computer game** and an **identification** information writing device is **provided** on the cartridge 3. The authentication circuit 4 is constituted of a CPU, a memory wherein identification information is stored, an **access** circuit and a power supply part. The identification information is utilized for the **identification** of the copied **disk**, the **identification** of the game program prohibiting the execution of the copying, or the like, in the optical disk device used exclusively for the computer game.

COPYRIGHT: (C)2001,JPO

Set	Items	Description
S1	43249	(BETTING? OR GAMING? OR GAME?? OR FRUIT?? OR SLOT OR COIN?- ?? OR COIN() OPERAT?) (5N) (APPARAT? OR COMPUTER? OR CONSOLE? OR DEVICE? OR INSTRUMENT? OR MACHINE? OR MECHANISM?)
S2	5400	((VIDEO? OR COMPUTER?) (3N) GAME??) (5N) (APPARAT? OR CONSOLE? OR DEVICE? OR INSTRUMENT? OR MACHINE? OR MECHANISM?)
S3	4370	SEGA OR SEGA() GENESIS OR VIDEO?() ARCADE? OR MADDEN OR SONY- (5N) (PLAYSTATION() (I OR II) OR PSP OR PSP() (I OR II OR III)) - OR ATARI OR AMIGO OR NINTENDO?
S4	409566	(COMPACT() (DISC? ? OR DISK?) OR CD OR CDROM OR CD() ROM OR - DVD OR DVD() ROM OR OPTICAL? (2W) (DISC? ? OR DISK? OR MEDIA? ? - OR MEDIUM?) OR DISC? ? OR DISK? ?)
S5	2958	S1:S3 (3N) (ID OR IDENT? OR CODE? ? OR KEY??? OR PASSWORD?? - OR CODING OR ACCESS?)
S6	26696	S4 (3N) (ID OR IDENT? OR CODE? ? OR KEY??? OR PASSWORD?? OR - CODING OR ACCESS?)
S7	1688435	RECEIV? OR ACCEPT? OR ACQUIR? OR OBTAIN? OR DOWNLOAD? OR P- ULL???() DOWN?? OR PROCUR??? OR GET? ? OR FETCH??? OR RETRIEV? OR ACCESS?
S8	2152550	DELIVER? OR SEND??? OR SENT OR UPLOAD? OR DISTRIBUT? OR TR- ANSFER? OR TRANSMI? OR BEAM??? OR POST??? OR PROVID?
S9	559885	CERTIF? OR AUTHENTI? OR VERIF? OR AUTHORI? OR VALID? OR AP- PROV? OR CONFIRM? OR JUDG??? ?
S10	1379641	ACCOUNT? OR RECORD? OR FILE? ? OR PROFILE?
S11	8629	S10 (3N) (ADD??? OR INCREAS? OR UP??? OR UPDATE? ? OR UPDATI- NG? OR UP() DATE? ? OR BOOST? OR CHANGE? ? OR CHANGING? OR HIK- E? ? OR RAIS??? OR ADDITION??) (3N) (POINT? OR CREDIT? OR MARK?- ?)
S12	88976	S10 (3W) (AFFILIAT? OR ASSOCIAT? OR BOUND? OR CONNECT? OR LI- NK? OR COOPERAT? OR CORRELAT? OR RELAT? OR COMBIN? OR CONJUNC- T? OR PARTNER? OR COUPL? OR JOIN? OR CORRESPOND?)
S13	80	S7:S8 (100N) S5 (100N) S6
S14	0	S13 (100N) S11 (100N) S12 (100N) S5 (100N) S6
S15	0	S13 (100N) S11
S16	49	S13 (100N) S9 (100N) S5 (100N) S6
S17	25	S16 (100N) (USER? ? OR PATRON? OR CUSTOMER?) (3N) S10
S18	1	S17 NOT (AD>2001 OR AD=2002:2006)
S19	24	S16 NOT S17
S20	31	S13 NOT S16
S21	55	S19:S20
S22	26	S21 NOT (AD>2001 OR AD=2002:2006)
S23	34	S9 (100N) S5 (100N) S6
S24	1	S23 NOT S16
S25	0	S11 (100N) S12 (100N) S5 (100N) S6
S26	5	S12 (100N) S5 (100N) S6
S27	0	S26 NOT S13
S28	120	S1:S3 (100N) S11
S29	18	S28 (100N) S12
S30	31	S28 (100N) S5:S6
S31	43	S29:S30
S32	17	S31 NOT (AD>2001 OR AD=2002:2006)

File 348:EUROPEAN PATENTS 1978-2006/ 200649

(c) 2006 European Patent Office

File 349:PCT FULLTEXT 1979-2006/UB=20061207UT=20061130

(c) 2006 WIPO/Thomson

18/5,K/1 (Item 1 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
(c) 2006 European Patent Office. All rts. reserv.

01109222

INFORMATION PROCESSOR, INFORMATION PROCESSING METHOD, INFORMATION RECORDED
MEDIUM, AND INFORMATION PROCESSING SYSTEM
PROZESSOR, VERFAHREN UND SYSTEM ZUR INFORMATIONSVERRARBEITUNG UND
INFORMATIONENAUFZEICHENDES MEDIUM
PROCESSEUR D'INFORMATIONS, PROCEDE DE TRAITEMENT D'INFORMATIONS, SUPPORT
D'ENREGISTREMENT D'INFORMATIONS ET SYSTEME DE TRAITEMENT D'INFORMATIONS
PATENT ASSIGNEE:

SEGA ENTERPRISES, LTD., (573305), 2-12, Haneda, 1-chome, Ohta-ku, Tokyo
144-0043, (JP), (Applicant designated States: all)

INVENTOR:

SHIMIZU, Yusuke, Sega Enterprises, Ltd. 2-12, Haneda 1-chome, Ohta-ku,
Tokyo 144-0043, (JP)

LEGAL REPRESENTATIVE:

Brown, Kenneth Richard et al (28831), R.G.C. Jenkins & Co. 26 Caxton
Street, London SW1H 0RJ, (GB)

PATENT (CC, No, Kind, Date): EP-1016960 A1 000705 (Basic)
WO 9959058 991118

APPLICATION (CC, No, Date): EP 99919594 990514; WO 99JP2525 990514

PRIORITY (CC, No, Date): JP 98132095 980514

DESIGNATED STATES: DE; ES; FR; GB; IT

INTERNATIONAL PATENT CLASS (V7): G06F-009/06; G06F-012/14

ABSTRACT EP 1016960 A1

The object of the present invention is to implement, by a simple arrangement, means for making the same information recording medium function selectively as a product version or as a demo version, and to provide a method of information processing whereby illicit use by a third party can be prevented. In a method of information processing according to the present invention, game software (a CD ROM) on which a game program is stored is inserted into a game device (step A1), and the content of back-up memory is read (step A2). A determination is made as to whether or not license information is written in the back-up memory (step A3) and, if no license information is written therein, the game software is made to function as the demo version (step A8). If license information is written therein, license checking is performed (step A4) and, as a result of the checking, the game software is made to function as the product version or as the demo version (steps A6, A7).

ABSTRACT WORD COUNT: 170

NOTE:

Figure number on first page: 7

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 000705 A1 Published application with search report
Application: 20000112 A1 International application. (Art. 158(1))
Examination: 030903 A1 Date of dispatch of the first examination
report: 20030717
Examination: 000712 A1 Date of request for examination: 20000516
Search Report: 020403 A1 Date of drawing up and dispatch of
supplementary:search report 20020214
Change: 020403 A1 International Patent Classification changed:
20020208
Change: 020403 A1 International Patent Classification changed:
20020208
Application: 20000112 A1 International application entering European
phase

LANGUAGE (Publication,Procedural,Application): English; English; Japanese

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200027	2654
SPEC A	(English)	200027	9878
Total word count - document A			12532
Total word count - document B			0
Total word count - documents A + B			12532

- ...SPECIFICATION Next, an explanation of the operation of game device 1 will be given. When the **user** inserts a CD ROM 3 attached to a magazine supplement or like that he has...license information confirmation program is a program for determining, based on the identification information of **game device 1**, **identification** information of CD ROM 3, and license information supplied by the licenser, whether CD ROM...
- ...function as the product version. For example the serial number can be used as the **identification** information of **game device 1**. In this case, a numerical code of any desired number of digits could be...
- ...shown in Figure 3, 96-bit information (hereinbelow called "combined information") is generated by combining **identification** information of **game device 1** (32 bits), **identification** information of CD ROM 3 (32 bits) and information of license content (32 bits). This...1 or on CD ROM 3. The combined information is restored by this decoding. The **identification** information of **game device 1** is stored in the most significant 96 to 65 bits of the restored combined...
- ...Figure 6. First of all, the identification information stored in ID memory region 103a of **game device 1** and the identification information stored in the most significant 96 to 65 bits of...
- ...the public key are compared (step B1). Next, the identification information stored in a prescribed **recording** region of CD ROM 3 and the information stored in the intermediate 64 to 33...

?

22/5,K/1 (Item 1 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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01324309

Digital compact disc player security system reproducing method and apparatus

Wiedergabeverfahren und Einrichtung von CD-platten und digitaler Compact-Disc-Spieler Sicherheitssystem

Procede et dispositif de reproduction de disques compacts et systeme de securite numerique de lecteur de tels disques

PATENT ASSIGNEE:

Sony Computer Entertainment Inc., (3064090), 7-1-1 Akasaka, Minato-ku, Tokyo 107-0052, (JP), (Applicant designated States: all)

INVENTOR:

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Hirano, Tetsuya, c/o Sony Corporation, 7-35, Kitashinagawa 6-chome, Shinagawa-ku, Tokyo, (JP)

LEGAL REPRESENTATIVE:

Muller - Hoffmann & Partner (101521), Patentanwalte, Innere Wiener Strasse 17, 81667 Munchen, (DE)

PATENT (CC, No, Kind, Date): EP 1130591 A2 010905 (Basic)
EP 1130591 A3 020522

APPLICATION (CC, No, Date): EP 2001108855 951117 *

PRIORITY (CC, No, Date): JP 94285390 941118

DESIGNATED STATES: AT; BE; CH; DE; DK; ES; FR; GB; IT; LI; NL; SE

RELATED PARENT NUMBER(S) - PN (AN):

EP 723216 (EP 95118162)

INTERNATIONAL PATENT CLASS (V7): G11B-020/00; G11B-007/007

ABSTRACT EP 1130591 A2

A security system for preventing disc players from being used with unauthorized software is disclosed. The security code is stored through modulating an offset of the physical position of a plurality of data bits from a nominal track position. A two part optical read head provides an RF signal corresponding to the presence of a physical offset modulation. The RF signal is present when there is a physical offset of the data bits defining a first logical state and the absence of the RF signal defines a second logical state. A digital security code is encoded and decoded in this manner. A system for encoding a security code through modulating the physical offset of a plurality of data bits from a nominal track position is also disclosed.

ABSTRACT WORD COUNT: 128

NOTE:

Figure number on first page: 4

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 010905 A2 Published application without search report
Change: 020522 A2 International Patent Classification changed: 20020328

Search Report: 020522 A3 Separate publication of the search report

Examination: 020828 A2 Date of request for examination: 20020624

Examination: 030625 A2 Date of dispatch of the first examination report: 20030512

Change: 060517 A2 Title of invention (German) changed: 20060517

Change: 060517 A2 Title of invention (English) changed: 20060517

Change: 060517 A2 Title of invention (French) changed: 20060517

LANGUAGE (Publication, Procedural, Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200136	326

SPEC A	(English)	200136	5715
Total word count - document A			6041
Total word count - document B			0
Total word count - documents A + B			6041

- ...SPECIFICATION detection of the security code with the system set forth in Figure 4. The security **code** stored on the disc is thereby determined. The security code is then sent to the...game data and identification data which identifies the type of the disc stored thereon. The **identification** data is recorded in a predetermined area of the master **disc**. The **identification** data indicates whether the master disc is to be used with a particular **game** playing **device** and **identification** of which country or area of the game is to be used. For example, this...
- ...the controller 25 transfers the identification to the security code generator 37 if the master **disc** is **identified** as being authentic. If the identification data is not detected, the cutting machine operates only...
- ...amplifies a signal generated by the security code generator 37. The AOD deflection circuit 39 **receives** an output from the AOD drive amplifier and outputs an RF signal which modulates the physical position of the laser **beam** with respect to a nominal track position depending on the security code which is supplied...

22/5,K/2 (Item 2 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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01307714

Stream scheduling system for real time stream server
Datenstromablaufsteuerungssystem für einen Echtzeitdatenstromserver
Systeme de distribution de donnees pour un serveur de flux de donnees a
temps reel

PATENT ASSIGNEE:

KABUSHIKI KAISHA TOSHIBA, (213130), 72, Horikawa-cho, Saiwai-ku,
Kawasaki-shi, Kanagawa-ken 210-8572, (JP), (Applicant designated
States: all)

INVENTOR:

Yao, Hiroshi, 353, 2-14-10, Shinkoyasu, Kanagawa-ku, Yokohama-shi,
Kanagawa-ken, (JP)
Kanai, Tatsunori, 1351-B203, Yabe-cho, Totsuka-ku, Yokohama-shi,
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LEGAL REPRESENTATIVE:

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PATENT (CC, No, Kind, Date):. EP 1119197 A2 010725 (Basic)

APPLICATION (CC, No, Date): EP 2001103530 960314;

PRIORITY (CC, No, Date): JP 9557384 950316

DESIGNATED STATES: DE; FR; GB

RELATED PARENT NUMBER(S) - PN (AN):

EP 737929 (EP 96104052)

INTERNATIONAL PATENT CLASS (V7): H04N-007/173; G06F-017/30; G06F-003/06

ABSTRACT EP 1119197 A2

A stream scheduling system capable of lowering a probability for a response time of a real time stream server to exceed a specified time limit. A reference for transfer timing (reference time-slot) which can guarantee a continuity of a stream for the requested real time stream data is determined, and a transfer timing is determined in a prescribed relation to the reference time-slot while a reading timing is set movably within a prescribed tolerable range defined with respect to the reference time-slot. When a request for a transfer of a new real time stream data is received, a time-slot for a reading of another real time stream data is re-allocated within a prescribed tolerable range defined with respect to the reference time-slot for that another real time stream data so as to create a vacant time-slot, and a reading of that new real time stream data is allocated to the vacant time-slot created by re-allocation.

ABSTRACT WORD COUNT: 156

NOTE:

Figure number on first page: 5

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 010725 A2 Published application without search report

Examination: 010725 A2 Date of request for examination: 20010216

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200130	1822
SPEC A	(English)	200130	15069
Total word count - document A			16891
Total word count - document B			0
Total word count - documents A + B			16891

...SPECIFICATION exceed a specified time limit, as candidates for a reference time-slot for defining a **transfer** timing which can guarantee a continuity of a stream for the requested real time stream...

- ...plurality of real time stream data estimated on an assumption of adopting each candidate time- **slot** ; and third **computer** readable program **code** means for causing the computer to allocate a reading of the requested real time stream...
- ...means for causing the computer to select a candidate reference time-slot for defining a **transfer** timing which can guarantee a continuity of a stream for the requested real time stream...
- ...a plurality of real time stream data estimated on an assumption of adopting each time- **slot** ; second **computer** readable program **code** means for causing the computer to select a candidate reading time-slot for a reading...
- ...data, within a prescribed tolerable range defined with respect to the selected candidate reference time- **slot** ; and third **computer** readable program **code** means for causing the computer to allocate a reading of the requested real time stream...DRAWINGS
Fig. 1 is a timing chart for time-slots used in managing timings for **disk accesses** and data transfers in a conventional stream scheduling apparatus.
Fig. 2 is a timing chart...
- ...3 is a timing chart for a conventional multiple read out scheme for making an **access** to a **disk** device having a next block at each one period
Fig. 4 is a diagram showing...

22/5,K/3 (Item 3 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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01181963

Game system and computer-readable memory medium
Spielsystem und computerlesbares Aufzeichnungsmedium
Systeme de jeu et support d'enregistrement

PATENT ASSIGNEE:

Konami Co., Ltd., (1897215), 3-1, Toranomom 3-chome, Minato-ku, Tokyo,
(JP), (Applicant designated States: all)
Konami Computer Entertainment Tokyo Co., Ltd., (2723110), 3-25, Kanda
Jimbocho, Chiyoda-ku, Tokyo 101-0051, (JP), (Applicant designated
States: all)

INVENTOR:

Takase, Yasumi, No. 1 Yumoresuku-Ochikawa, 1-4-12 Oosu, Ichikawa-shi,
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Nagaoka, Kei, 3103, Raionzumanshon-shiki, 3-4-29, Honcho, Shiki-shi,
Saitama-ken, (JP)
Yoshida, Yumi, 603 Foriakomazawakoen-Parkside, 2-12-1 Fukazawa,
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LEGAL REPRESENTATIVE:

Brunner, Michael John (28871), GILL JENNINGS & EVERY Broadgate House 7
Eldon Street, London EC2M 7LH, (GB)

PATENT (CC, No, Kind, Date): EP 1029570 A2 000823 (Basic)
EP 1029570 A3 010718

APPLICATION (CC, No, Date): EP 2000301193 000216;

PRIORITY (CC, No, Date): JP 9937835 990216; JP 99103114 990409

DESIGNATED STATES: DE; FR; GB

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS (V7): A63F-013/10; G10H-001/00; A63F-013/12

ABSTRACT EP 1029570 A2

Disclosed is a game system which matches a player's tastes. In a game system operating in time with music, it is possible to select an edit mode for editing timing data which define timings of operations. In the edit mode, an edit window having a predetermined display range is displayed on a screen of a display device in correspondence with information representing a position in a tune. Images in the edit window are scrolled so that the position of a target to be edited set inside the edit window moves forward and backward through the tune. When an operation is performed to provide marks, timing data for showing an operation timing of a control member provided in correspondence with the operation is provided at the position of the edit object in the edit window, and in addition, the timing data during editing is updated so that the position in the tune corresponding to the position of the edit object is defined as a operation timing.

ABSTRACT WORD COUNT: 166

NOTE:

Figure number on first page: 1

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 000823 A2 Published application without search report
Change: 010718 A2 International Patent Classification changed:
20010529
Search Report: 010718 A3 Separate publication of the search report
Examination: 020227 A2 Date of request for examination: 20011224
Assignee: 030122 A2 Transfer of rights to new applicant: Konami
Corporation (3072834) 4-1, Marunouchi,
Chiyoda-ku, Tokyo 100-6330 JP
Konami Computer Entertainment Tokyo Co., Ltd.

(2723110) 3-25, Kanda Jimbocho, Chiyoda-ku
Tokyo 101-0051 JP

Change: 060927 A2 Title of invention (German) changed: 20060927
Change: 060927 A2 Title of invention (English) changed: 20060927
Change: 060927 A2 Title of invention (French) changed: 20060927

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200034	1652
SPEC A	(English)	200034	19799
Total word count - document A			21451
Total word count - document B			0
Total word count - documents A + B			21451

...SPECIFICATION it is not possible to start the game.

On the other hand, when the security **verification** is successful, the game executor 50 sends a communications control program for the memory card...

...and a CD-ROM reader 108. Since the GPU 104, the SPU 106, and the **CD - ROM** reader 108 are **identical** to the GPU 54, the SPU 56, and the CD-ROM reader 60 of FIG...

...at home is used as the monitor 109, and a loudspeaker provided in the television **receiver** is used as the loudspeaker 110.

Moreover, a communications control device 111 is connected via...2 may be used.

In addition to a program needed for executing a dancing game **identical** to the dancing **game** executed in the **game device** for business 2 described above in the game device for use at home 3, the...

...from the CPU 101, and supplying the decoded data directly to the SPU 106 without **sending** it through the bus 100. These points are identical to the example of the CD...

22/5,K/4 (Item 4 from file: 348)

DIALOG(R) File 348:EUROPEAN PATENTS

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01181960

Game system, game device capable of being used in the game system, and
computer-readable memory medium

Spielsystem, im Spielsystem benutzbares Spielgerät und Aufzeichnungsmedium
Systeme de jeu, appareil de jeu pouvant etre utilise dans le systeme de jeu
PATENT ASSIGNEE:

Konami Co., Ltd., (1897215), 3-1, Toranomom 3-chome, Minato-ku, Tokyo,
(JP), (Applicant designated States: all)

Konami Computer Entertainment Tokyo Co., Ltd., (2723110), 3-25, Kanda
Jimbocho, Chiyoda-ku, Tokyo 101-0051, (JP), (Applicant designated
States: all)

INVENTOR:

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Takahashi, Kazuya, 506, 9-2-5 Yokoo, Suma-ku, Kobe-shi, Hyogo-ken, (JP)

Ishikawa, Hirotaka, 102, Itohaitsu, 2-19-4 Suido, Bunkyo-ku, Tokyo, (JP)

Tamura, Akinori, No. 102 Raionzumanshon-Kudan No.2 3-8-2 Kudanminam,
Chiyoda-ku, Tokyo, (JP)

Takase, Yasumi, No. 1 Yumoresuku-Ichikawa 1-4-12 Oosu, Ichikawa-shi,
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Nishibori, Takashi, 5-18-11 Nishishinjuku, Shinjuku-ku, Tokyo, (JP)

Nagaoka, Kei, 3103 Raionzumanshon-shiki 3-4-29 Honcho, Shiki-shi,
Saitama-ken, (JP)

Wada, Yoshiko, c/o KCE Tokyo Inc., 3-25 Kanda Jimbo-cho, Chiyoda-ku,
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Yoshida, Yumi, 603 Foriakomazawakeon-Parkside 2-12-1 Fukazawa,
Setagaya-ku, Tokyo, (JP)

LEGAL REPRESENTATIVE:

Brunner, Michael John (28871), GILL JENNINGS & EVERY, Broadgate House, 7
Eldon Street, London EC2M 7LH, (GB)

PATENT (CC, No, Kind, Date): EP 1029571 A2 000823 (Basic)
EP 1029571 A3 011107

APPLICATION (CC, No, Date): EP 2000301190-000216;

PRIORITY (CC, No, Date): JP 9937835 990216; JP 99238670 990825

DESIGNATED STATES: DE; FR; GB

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS (V7): A63F-013/12; A63F-013/10

ABSTRACT EP 1029571 A2

Data link-up between multiple game devices can be more flexibly
achieved. A game system (1) comprises a game device for business (2) and
a game device for use at home (3), which execute games in accordance with
predetermined programs, it being possible to exchange information between
these game devices, and the game device for business (2) comprises an
information output device for outputting judgement information for
judging whether predetermined conditions have been satisfied in the game
device for business (2). The contents of the game executed on the game
device for use at home (3) are changed based on the judgement information
output from the game device for business (2). For example, when a
predetermined game result has been achieved in the game device for
business, the content of the judgement information is updated, and a
hidden element appears in the game device for use at home (3) in
correspondence therewith.

ABSTRACT WORD COUNT: 152

NOTE:

Figure number on first page: 1

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 000823 A2 Published application without search report
 Change: 000913 A2 Inventor information changed: 20000727
 Change: 010307 A2 Inventor information changed: 20010116
 Change: 011107 A2 International Patent Classification changed:
 20010920
 Search Report: 011107 A3 Separate publication of the search report
 Examination: 020703 A2 Date of request for examination: 20020417
 Assignee: 030122 A2 Transfer of rights to new applicant: Konami
 Corporation (3072834) 4-1, Marunouchi,
 Chiyoda-ku, Tokyo 100-6330 JP
 Konami Computer Entertainment Tokyo Co., Ltd.
 (2723110) 3-25, Kanda Jimbocho, Chiyoda-ku
 Tokyo 101-0051 JP
 Change: 061122 A2 Title of invention (German) changed: 20061122
 Change: 061122 A2 Title of invention (English) changed: 20061122
 Change: 061122 A2 Title of invention (French) changed: 20061122

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200034	4852
SPEC A	(English)	200034	28559
Total word count - document A			33411
Total word count - document B			0
Total word count - documents A + B			33411

...SPECIFICATION it is not possible to start the game.

On the other hand, when the security **verification** is successful, the game executor 50 sends a communications control program for the memory card...

...and a CD-ROM reader 108. Since the GPU 104, the SPU 106, and the **CD - ROM** reader 108 are **identical** to the GPU 54, the SPU 56, and the CD-ROM reader 60 of FIG...

...at home is used as the monitor 109, and a loudspeaker provided in the television **receiver** is used as the loudspeaker 110.

Moreover, a communications control device 111 is connected via...2 may be used.

In addition to a program needed for executing a dancing game **identical** to the dancing **game** executed in the **game device** for business 2 described above in the game device for use at home 3, the...

...from the CPU 101, and supplying the decoded data directly to the SPU 106 without **sending** it through the bus 100. These points are identical to the example of the CD...

22/5,K/6 (Item 6 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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01132349

Method for authenticating information, disk playback apparatus, and
entertainment apparatus

Verfahren zur Datenauthentifizierung, Plattenwiedergabegerat und
Unterhaltungsgerat

Methode pour authentifier des donnees, lecteur de disque et appareil de
divertissement

PATENT ASSIGNEE:

Sony Computer Entertainment Inc., (2185312), 1-1, Akasaka 7-chome,
Minato-ku, Tokyo 107-0052, (JP), (Proprietor designated states: all)

INVENTOR:

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Minato-ku, Tokyo 107-0052, (JP)

LEGAL REPRESENTATIVE:

Horner, David Richard (77632), D Young & Co, 21 New Fetter Lane, London
EC4A 1DA, (GB)

PATENT (CC, No, Kind, Date): EP 989555 A1 000329 (Basic)

EP 989555 B1 040407

APPLICATION (CC, No, Date): EP 99307512 990922;

PRIORITY (CC, No, Date): JP 98272144 980925; JP 99252295 990906

DESIGNATED STATES: AT; BE; CH; CY; DE; DK; ES; FI; FR; GB; GR; IE; IT; LI;
LU; MC; NL; PT; SE

EXTENDED DESIGNATED STATES: AL; LT; LV; MK; RO; SI

INTERNATIONAL PATENT CLASS (V7): G11B-020/00

CITED PATENTS (EP B): EP 84441 A; WO 92/04671 A; US 5805551 A; US 5809006 A

ABSTRACT EP 989555 A1

A playback instructing unit (108) in a disk playback controller (28) has a function to instruct a CPU (42) to play back an optical disk (12) at different access positions in an absolute authentication process and an arbitrary authentication process. An absolute decision unit (110) has a function to be activated by an absolute authentication instruction from the playback instructing unit (108) and authenticate the decided result from an authentication decision means (106) according to a first rule (which declares normal authentication based on a normal decision). An arbitrary decision unit (112) has a function to be activated by an arbitrary authentication instruction from the playback instructing unit (108) and authenticate the decided result from the authentication decision unit (106) according to a second rule (which declares normal authentication based on an abnormal decision). Even if a special device which can normally authenticate an optical disk (12) that should not be authenticated normally is connected to a disk access mechanism (14), the optical disk (12) that should not be authenticated normally or the special device can reliably be detected to forcibly interrupt any process being carried out, so that the optical disk (12) can effectively be prevented from being illegally copied.

ABSTRACT WORD COUNT: 202

NOTE:

Figure number on first page: 2

LEGAL STATUS (Type, Pub Date, Kind, Text):

Examination: 001102 A1 Date of request for examination: 20000831
Application: 20000329 A1 Published application with search report
Change: 060329 B1 Title of invention (French) changed: 20060329
Change: 060329 B1 Title of invention (English) changed: 20060329
Change: 060329 B1 Title of invention (German) changed: 20060329
Lapse: 050601 B1 Date of lapse of European Patent in a

contracting state (Country, date): ES
20040718, AT 20040407, BE 20040407, CH
20040407, DK 20040707, FI 20040407, GR
20040707, LI 20040407, MC 20040930, SE
20040707,

Lapse: 050406 B1 Date of lapse of European Patent in a
contracting state (Country, date): ES
20040718, AT 20040407, BE 20040407, CH
20040407, FI 20040407, GR 20040707, LI
20040407, SE 20040707,

Lapse: 050316 B1 Date of lapse of European Patent in a
contracting state (Country, date): ES
20040718, AT 20040407, CH 20040407, FI
20040407, GR 20040707, LI 20040407, SE
20040707,

Lapse: 050112 B1 Date of lapse of European Patent in a
contracting state (Country, date): ES
20040718, CH 20040407, FI 20040407, LI
20040407, SE 20040707,

Lapse: 041215 B1 Date of lapse of European Patent in a
contracting state (Country, date): CH
20040407, LI 20040407,

Change: 040407 A1 Designated contracting states changed 20040218
Grant: 040407 B1 Granted patent
Lapse: 041222 B1 Date of lapse of European Patent in a
contracting state (Country, date): CH
20040407, LI 20040407, SE 20040707,

Lapse: 050209 B1 Date of lapse of European Patent in a
contracting state (Country, date): ES
20040718, CH 20040407, FI 20040407, GR
20040707, LI 20040407, SE 20040707,

Oppn None: 050330 B1 No opposition filed: 20050110
Lapse: 050504 B1 Date of lapse of European Patent in a
contracting state (Country, date): ES
20040718, AT 20040407, BE 20040407, CH
20040407, DK 20040707, FI 20040407, GR
20040707, LI 20040407, SE 20040707,

Lapse: 051116 B1 Date of lapse of European Patent in a
contracting state (Country, date): CH
20040407, LI 20040407, SE 20040707, ES
20040718, FI 20040407, GR 20040707, AT
20040407, BE 20040407, DK 20040707, MC
20040930, IE 20040922,

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	200013	2353
CLAIMS B	(English)	200415	2358
CLAIMS B	(German)	200415	2699
CLAIMS B	(French)	200415	2530
SPEC A	(English)	200013	9428
SPEC B	(English)	200415	9391
Total word count - document A			11784
Total word count - document B			16978
Total word count - documents A + B			28762

...SPECIFICATION the steps of detecting a modulated component from the
recording medium, detecting the information for **authentication** from the
modulated component, and deciding whether the detected information for
authentication is in agreement...an embodiment of the present invention;

FIG. 2 is a block diagram of a security **code** detector and a **disk**

playback controller which are incorporated in a **disk access** mechanism of the video **game apparatus** ;

FIG. 3 is a block diagram of a program execution controller of the video game...

...an "optical disk".

As shown in FIG. 1, the video game apparatus 10 has a **disk access** mechanism 14 for **accessing** an **optical disk** 12 and reading various programs and various data from the optical disk 12, and a program execution controller 16 for receiving various programs and various data from the **disk access** mechanism 14 and controlling the execution of the programs according to predetermined processing sequences.

The **disk access** mechanism 14 has a spindle motor 18 for rotating the optical disk 12 about its...

...SPECIFICATION for declaring normal authentication if the detected information comprises information for authentication, and the arbitrary **authentication** process may comprise an arbitrary information detecting process for detecting information from an arbitrary position...

...an embodiment of the present invention;

FIG. 2 is a block diagram of a security **code** detector and a **disk** playback controller which are incorporated in a **disk access** mechanism of the video **game apparatus** ;

FIG. 3 is a block diagram of a program execution controller of the video game...

...an "optical disk".

As shown in FIG. 1, the video game apparatus 10 has a **disk access** mechanism 14 for **accessing** an **optical disk** 12 and reading various programs and various data from the optical disk 12, and a program execution controller 16 for receiving various programs and various data from the **disk access** mechanism 14 and controlling the execution of the programs according to predetermined processing sequences.

The **disk access** mechanism 14 has a spindle motor 18 for rotating the optical disk 12 about its...

22/5,K/7 (Item 7 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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00836522

System for playing electronic card game with player selection of cards in
motion on display

Verfahren zum elektronischen Kartenspielen mit Spielerwahl von Karten in
Bewegung auf Schirm

Systèmes de carte à jeu électronique avec sélection par le joueur de cartes
en mouvement sur écran

PATENT ASSIGNEE:

International Game Technology, (7115590), 520 South Rock Boulevard, Reno,
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INVENTOR:

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Bengston, Jon N., 2370 Solari Drive, Reno, Nevada 89509, (US)

LEGAL REPRESENTATIVE:

Korber, Martin Hans (88322), Mitscherlich & Partner, Patent- und
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PATENT (CC, No, Kind, Date): EP 774284 A2 970521 (Basic)
EP 774284 A3 980909
EP 774284 B1 060405

APPLICATION (CC, No, Date): EP 96118291 961114;

PRIORITY (CC, No, Date): US 6799 951115; US 704185 960828

DESIGNATED STATES: BE; DE; ES; FR; GB; GR; IT; NL; SE

INTERNATIONAL PATENT CLASS (V7): A63F-001/18; A63F-009/22;

INTERNATIONAL CLASSIFICATION (V8 + ATTRIBUTES):

IPC + Level Value Position Status Version Action Source Office:

A63F-0001/18 A I F B 20060101 20060208 H EP

A63F-0009/24 A I L B 20060101 20060208 H EP

ABSTRACT EP 774284 A2

A game machine is provided which comprises a display device, a processor connected to the display device and a user input device connected to the processor. The processor is programmed to generate images of playing cards moving from a point on the display device toward a plurality of card hand locations displayed on the display device. To play a card game such as poker on the game machine, a player uses the user input device to select a moving card and direct its movement toward a selected card position in a selected one of the card hand locations. If the player does not select and direct a moving card before a predetermined period of time elapses (e.g., as determined by the time required for a card to travel a predetermined distance), the processor automatically places the card in one of the card hand locations.

ABSTRACT WORD COUNT: 145

NOTE:

Figure number on first page: NONE

LEGAL STATUS (Type, Pub Date, Kind, Text):

Examination: 020626 A2 Date of dispatch of the first examination
report: 20020508

Application: 970521 A2 Published application (A1with Search Report
;A2without Search Report)

Change: 061206 B1 Title of invention (French) changed: 20061206

Change: 061206 B1 Title of invention (English) changed: 20061206

Change: 061206 B1 Title of invention (German) changed: 20061206

Change: 060329 A2 Title of invention (French) changed: 20060329

Change: 060329 A2 Title of invention (English) changed: 20060329

Change: 060329 A2 Title of invention (German) changed: 20060329

Assignee: 051102 A2 Transfer of rights to new applicant:
International Game Technology (7115590) 520
South Rock Boulevard Reno, NV 89502 US
Deleted: 020807 A2 Legal representative(s) deleted 20020620
Change: 020821 A2 Legal representative(s) changed 20020628
Grant: 060405 B1 Granted patent
Search Report: 980909 A3 Separate publication of the European or
International search report
Examination: 981209 A2 Date of filing of request for examination:
981008

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB97	743
CLAIMS B	(English)	200614	480
CLAIMS B	(German)	200614	432
CLAIMS B	(French)	200614	541
SPEC A	(English)	EPAB97	6723
SPEC B	(English)	200614	6797
Total word count - document A			7467
Total word count - document B			8250
Total word count - documents A + B			15717

...SPECIFICATION for viewing by a player in a seated position and a control panel that can **accessed** while seated. The **game machine** 10 can also be implemented as program code stored in a detachable cartridge for operating a hand-held **video game device** , or as program **code** stored on a **disk** or other memory device for use in a personal computer or other computerized platform. If...

...computer, for example, the display device 12 and the control panel 14 can both be **provided** by a single computer-generated screen. The control panel 14 comprises on-screen buttons, as...

...SPECIFICATION for viewing by a player in a seated position and a control panel that can **accessed** while seated. The **game machine** 10 can also be implemented as program code stored in a detachable cartridge for operating a hand-held **video game device** , or as program **code** stored on a **disk** or other memory device for use in a personal computer or other computerized platform. If...

...computer, for example, the display device 12 and the control panel 14 can both be **provided** by a single computer-generated screen. The control panel 14 comprises on-screen buttons, as...

22/5,K/8 (Item 8 from file: 348)
DIALOG(R)File 348:EUROPEAN PATENTS
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00819450

Real time stream server for handling a plurality of real time stream data
with different data rates

Echtzeitdatenstromserver zum Bearbeiten mehrerer Echtzeitdatenstrome mit
verschiedenen Datenraten

Serveur de flux de donnees a temps reel pour traiter un pluralite de flux
de donnees a temps reel avec differents debits de donnees

PATENT ASSIGNEE:

KABUSHIKI KAISHA TOSHIBA, (213130), 72, Horikawa-cho, Saiwai-ku,
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INVENTOR:

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Kanagawa-ku, Yokohama-shi, Kanagawa-ken, (JP)

Kanai, Tatsunori, B203, Tomusu-Suzuki, 1351, Yabe-cho, Totsuka-ku,
Yokohama-shi, Kanagawa-ken, (JP)

Kizu, Toshiki, 205, 1-37-3, Heian-cho, Tsurumi-ku, Yokohama-shi,
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Maeda, Seiji, F220, 2-1, Toshiba-cho, Fuchu-shi, Tokyo, (JP)

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PATENT (CC, No, Kind, Date): EP 762300 A2 970312 (Basic)

APPLICATION (CC, No, Date): EP 96114630 960912;

PRIORITY (CC, No, Date): JP 95234404 950912

DESIGNATED STATES: DE; FR; GB

INTERNATIONAL PATENT CLASS (V7): G06F-017/30; H04N-007/173; G06F-003/06;

ABSTRACT EP 762300 A2

A real time stream server capable of realizing a supply of a plurality
of real time stream data with different data rates by a scheduling scheme
using constant time-slot interval and transfer start timing period. A
number of unit streams to be used and a block transfer time for each real
time stream data are determined according to a data rate of each real
time stream data. Each real time stream data is divided into a plurality
of blocks, each block being in a size to be transferred within the block
transfer time, and the blocks are sequentially distributed among the unit
streams to be used. The blocks of each unit stream data are sequentially
stored into a plurality of disk devices. In response to a request for
each real time stream data from a client, the blocks constituting each
real time stream data are read out from disk devices to a buffer memory,
and each real time stream data is read out from a buffer memory and
transferred to the client through a network, according to an
appropriately scheduled transfer start timing for each unit stream.

ABSTRACT WORD COUNT: 188

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 970312 A2 Published application (A1with Search Report
;A2without Search Report)

Examination: 970312 A2 Date of filing of request for examination:
960912

LANGUAGE (Publication,Procedural,Application): English; English; English

FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB97	1314
SPEC A	(English)	EPAB97	6404
Total word count - document A			7718

Total word count - document B 0
Total word count - documents A + B 7718

- ...SPECIFICATION Patent Application No. 7-57384 (1995). Here, a range of time-slots to which a **disk** access of one stream can be allocated is called tolerable jitter range of that stream...
- ...it becomes difficult to realize a flexible disk access scheduling in which orders of disk **accesses** can be interchanged. In addition, the buffer memory management becomes complicated in such a case...
- ...Moreover, when a block size is fixed regardless of a data rate, a period of **access** to one disk device is going to be different for different streams, and for this...
- ...rates, it has conventionally been difficult to realize both a scheme for making the disk **access** scheduling easier by fixing a period of **access** to one disk **device** and a time- **slot** interval, and a scheme for taking a full advantage of a **transfer** capacity of disk devices by changing a number of data supply streams according to a...
- ...rate.

SUMMARY OF THE INVENTION

It is therefore an object of the present invention to **provide** a real time stream server and a method for operating a real time stream server ...data with different data rates by a scheduling scheme using constant time-slot interval and **transfer** start timing period, without wasting a **transfer** capacity of disk devices.

According to one aspect of the present invention there is **provided** a real time stream server, comprising: entering means for entering real time stream data to...

- ...determining means for determining a number of unit streams to be used and a block **transfer** time for the real time stream data, according to a data rate of the real...
- ...stream data into a plurality of blocks, each block being in a size to be **transferred** within the block **transfer** time, and sequentially **distributing** the blocks among as many unit streams as the number of unit streams to be...

22/5,K/11 (Item 11 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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00771846

Compact disc player security system reproducing method and apparatus
Wiedergabeverfahren und Einrichtung von Kompaktplatten und
Kompaktplattenspieler-Sicherheitssystem
Procédé et dispositif de reproduction de disques compacts et système de
sécurité de lecteur de tels disques

PATENT ASSIGNEE:

Sony Computer Entertainment Inc., (3064090), 7-1-1 Akasaka, Minato-ku,
Tokyo 107-0052, (JP), (Proprietor designated states: all)

INVENTOR:

Kutaragi, Ken, c/o Sony Corporation, 7-35, Kitashinagawa 6-chome,
Shinagawa-ku, Tokyo, (JP)
Hirano, Tetsuya, c/o Sony Corporation, 7-35, Kitashinagawa 6-chome,
Shinagawa-ku, Tokyo, (JP)

LEGAL REPRESENTATIVE:

Muller, Frithjof E., Dipl.-Ing. et al (8661), Patentanwälte MULLER &
HOFFMANN, Innere Wiener Strasse 17, 81667 München, (DE)

PATENT (CC, No, Kind, Date): EP 723216 A2 960724 (Basic)
EP 723216 A3 960904
EP 723216 B1 010620

APPLICATION (CC, No, Date): EP 95118162 951117;

PRIORITY (CC, No, Date): JP 94285390 941118

DESIGNATED STATES: AT; BE; CH; DE; DK; ES; FR; GB; IT; LI; NL; SE

RELATED DIVISIONAL NUMBER(S) - PN (AN):

(EP 2001108855)

INTERNATIONAL PATENT CLASS (V7): G06F-001/00; G11B-020/00

CITED PATENTS (EP B): EP 325330 A; EP 545472 A; EP 553545 A; EP 637023 A

ABSTRACT EP 723216 A3

A security system for preventing disc players from being used with unauthorized software is disclosed. The security code is stored through modulating an offset of the physical position of a plurality of data bits from a nominal track position. A two part optical read head provides an RF signal corresponding to the presence of a physical offset modulation. The RF signal is present when there is a physical offset of the data bits defining a first logical state and the absence of the RF signal defines a second logical state. A digital security code is encoded and decoded in this manner. A system for encoding a security code through modulating the physical offset of a plurality of data bits from a nominal track position is also disclosed. (see image in original document)

ABSTRACT WORD COUNT: 148

NOTE:

Figure number on first page: 7

LEGAL STATUS (Type, Pub Date, Kind, Text):

Examination: 000927 A2 Date of dispatch of the first examination
report: 20000808
Application: 960724 A2 Published application (A1with Search Report
;A2without Search Report)
Oppn None: 020612 B1 No opposition filed: 20020321
Change: 010530 A2 Application number of divisional application
(Article 76) changed: 20010411
Assignee: 001025 A2 Transfer of rights to new applicant: Sony
Computer Entertainment Inc. (3064090) 7-1-1
Akasaka, Minato-ku Tokyo 107-0052 JP
Grant: 010620 B1 Granted patent

Search Report: 960904 A3 Separate publication of the European or
International search report
Change: 970319 A2 Representative (change)
Examination: 970402 A2 Date of filing of request for examination:
970204

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS A	(English)	EPAB96	1073
CLAIMS B	(English)	200125	1406
CLAIMS B	(German)	200125	1278
CLAIMS B	(French)	200125	1583
SPEC A	(English)	EPAB96	4702
SPEC B	(English)	200125	5549
Total word count - document A			5776
Total word count - document B			9816
Total word count - documents A + B			15592

...SPECIFICATION detection of the security code with the system set forth in Figure 4. The security code stored on the disc is thereby determined. The security code is then sent to the...game data and identification data which identifies the type of the disc stored thereon. The identification data is recorded in a predetermined area of the master disc. The identification data indicates whether the master disc is to be used with a particular game playing device and identification of which country or area of the game is to be used. For example, this...

...the controller 25 transfers the identification to the security code generator 37 if the master disc is identified as being authentic. If the identification data is not detected, the cutting machine operates only...

...amplifies a signal generated by the security code generator 37. The AOD deflection circuit 39 receives an output from the AOD drive amplifier and outputs an RF signal which modulates the physical position of the laser beam with respect to a nominal track position depending on the security code which is supplied...

...SPECIFICATION to the fact that the determination as to whether or not this recording medium is authorized and execution of the computer program are carried out by the same hardware. The present...

...code region in a sector of a boot sector in the innermost track of the CD ROM disc. The security code indicates that the CD ROM disc is duly licensed, namely by a television game machine producer. The security code further may contain a program to be executed after a checking operation of the security...

...the security code.

EP-A-0 325 330 describes a known digital storage medium which provides a sinusoidal radial track wobble which frequency is modulated with a position information signal. When...

...type, the position information signal is recovered by means of the variations in the scanning beam produced by the track wobble modulation.

SUMMARY OF THE INVENTION

The present invention provides a digital optical compact disc

recording medium which incorporates an improved system for storing and **accessing** the security code to prevent copying of computer software from an unauthorized disc onto a...detection of the security code with the system set forth in Figure 4. The security **code** stored on the disc is thereby determined. The security code is then sent to the...game data and identification data which identifies the type of the disc stored thereon. The **identification** data is recorded in a predetermined area of the master **disc**. The **identification** data indicates whether the master disc is to be used with a particular **game** playing **device** and **identification** of which country or area of the game is to be used. For example, this...

...the controller 25 transfers the identification to the security code generator 37 if the master **disc** is **identified** as being authentic. If the identification data is not detected, the cutting machine operates only...

...amplifies a signal generated by the security code generator 37. The AOD deflection circuit 39 **receives** an output from the AOD drive amplifier and outputs an RF signal which modulates the physical position of the laser **beam** with respect to a nominal track position depending on the security code which is supplied...

22/5,K/12 (Item 12 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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00767423

Security check method for a game device
Verfahren zur Sicherheitskontrolle eines Spielgerats
Procede de controle de securite d'un dispositif de jeu

PATENT ASSIGNEE:

SEGA ENTERPRISES, LTD., (573300), 2-12 Haneda 1-chome Ohta-ku, Tokyo 144,
(JP), (Proprietor designated states: all)

INVENTOR:

Asai, Toshinori, c/o K.K. Sega Enterprises, 2-12 Haneda 1-chome, Ohta-ku,
Tokyo 144, (JP)

Kawohori, Masaki, c/o K.K. Sega Enterprises, 2-12 Haneda 1-chome,
Ohta-ku, Tokyo 144, (JP)

LEGAL REPRESENTATIVE:

SERJEANTS (100131), 25, The Crescent King Street, Leicester, LE1 6RX,
(GB)

PATENT (CC, No, Kind, Date): EP 718838 A2 960626 (Basic)
EP 718838 A3 980107
EP 718838 B1 000301

APPLICATION (CC, No, Date): EP 96103322 921028;

PRIORITY (CC, No, Date): JP 9217006 920131

DESIGNATED STATES: DE; GB; IT

RELATED PARENT NUMBER(S) - PN (AN):

EP 553545 (EP 92309870)

INTERNATIONAL PATENT CLASS (V7): G11B-019/10; G11B-019/12; G11B-007/00;
G11B-007/007; G11B-020/00; G06F-001/00

CITED PATENTS (EP B): EP 80244 A; EP 378385 A; EP 447043 A; US 4462076 A

ABSTRACT EP 718838 A2

A game device comprises a disk reader to which a disk with a game program stored thereon may be mounted; comparing means for comparing data read from a predetermined sector of the disk with a reference security code stored in the game device to determine whether or not the read data agree with the reference security code; and enabling means for enabling the game device to execute a game operation in accordance with the game program read from the disk when the comparing means determines that the read data agree with the reference security code. The device further comprises checking means for checking whether the disk reader is open when the game device is enabled for executing the game operation and means for disabling the game device from executing the game operation and for resuming operation of the comparing means when the checking means determines that the disk reader is open. (see image in original document)

ABSTRACT WORD COUNT: 179

NOTE:

Figure number on first page: 2

LEGAL STATUS (Type, Pub Date, Kind, Text):

Oppn None: 010214 B1 No opposition filed: 20001202

Grant: 20000301 B1 Granted patent

Application: 960626 A2 Published application (A1with Search Report
;A2without Search Report)

*Assignee: 960703 A2 Applicant (transfer of rights) (change): SEGA
ENTERPRISES, LTD. (573300) 2-12 Haneda 1-chome
Ohta-ku Tokyo 144 (JP) (applicant designated
states: DE;GB;IT)

*Assignee: 960703 A2 Previous applicant in case of transfer of
rights (change): KABUSHIKI KAISHA SEGA

ENTERPRISES (573302) 2-12 Haneda 1-chome,
Ohta-ku Tokyo 144 (JP) (applicant designated
states: DE;GB;IT)

Search Report: 980107 A3 Separate publication of the European or
International search report
Change: 980107 A2 Obligatory supplementary classification
(change)
Examination: 980902 A2 Date of filing of request for examination:
980704
Examination: 990324 A2 Date of despatch of first examination report:
990203

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200009	361
CLAIMS B	(German)	200009	350
CLAIMS B	(French)	200009	418
SPEC B	(English)	200009	2452
Total word count - document A			0
Total word count - document B			3581
Total word count - documents A + B			3581

...SPECIFICATION inserted in it as being of an appropriate format and as
being produced by the **authentic** game machine maker or duly licensed and
proper for use in that machine. Once so...

...when the comparing means has determined that the read data agree with
the reference security **code** ;
checking whether the **disk** reader is open when the game device is
enabled for executing the game operation by Logic Sector Numbers 0 to 15.
A **disk identifier** and a security code are recorded in the boot
sector, i.e., in plural ones...

...recorded in the first sector of the boot sector having Logic Sector No.
0.

The **disk identifier** indicates a kind of the CD-ROM 10, and as shown
in Figure 1(c...

...square)" ((square) represents a space), are used. The former identifier
"SEGADISCSYSTEM(square)(square)" is a **disk identifier** to be used in a
CD-ROM carrying game software which ends on the **disk**. The latter
identifier "SEGABOOTDISC(square)(square)(square)(square)" is a **disk
identifier** to be used in a CD-ROM carrying game software which is
continued on a...

...be recorded in the first of the CD-ROMs carrying the game software.

The security **code** indicates that the **CD -ROM** 10 is produced by or
duly licensed by an authentic game machine maker. As...

...a licensor television game machine maker. (Note, at the portion "XXXX"
the name of the **authentic** game machine maker is inserted, for example
"SEGA ENTERPRISES LTD.")

This embodiment is especially characterized...

22/5,K/13 (Item 13 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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00703908

Data security apparatus

Gerat zur Sicherung von Daten

Appareil de securite de donnees

PATENT ASSIGNEE:

SEGA ENTERPRISES, LTD., (573300), 2-12 Haneda 1-chome Ohta-ku, Tokyo 144,
(JP), (applicant designated states: DE;ES;FR;GB;IT)

INVENTOR:

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Ohta-ku, Tokyo, (JP)

LEGAL REPRESENTATIVE:

Eisenfuhr, Speiser & Partner (100151), Martinistrasse 24, 28195 Bremen,
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PATENT (CC, No, Kind, Date): EP 669580 A2 950830 (Basic)
EP 669580 A3 960417
EP 669580 B1 980610

APPLICATION (CC, No, Date): EP 95102120 950216;

PRIORITY (CC, No, Date): JP 9430590 940228

DESIGNATED STATES: DE; ES; FR; GB; IT

INTERNATIONAL PATENT CLASS (V7): G06F-012/14; G06F-001/00; G06D-001/00;

ABSTRACT EP 669580 A2

An input means 4 is connected by way of a security check means 5 to a program data readout means 6. The program data readout means 6 is coupled to a game implementation means 11. To the security check means 5 are coupled a flag storage means 7 and an ID detection means 8. In the flag storage means 7 are stored a security flag 7a and a readout enabling flag 7b. To the ID detection means 8 are coupled an ID storage means 9 and an ID collation means 10. The ID collation means 10 is coupled to the program data readout means 6. A KEY-CD 2 stores an identifier KEY-ID 2b. A trial CD 1 stores an identifier DISC-ID 1b. In response to the KEY-ID 2b detected from the KEY-CD 2, the security flag 7a becomes on, and after the collation of the DISC-ID 1b detected from the trial CD 1 with the KEY-ID 2b, the readout flag 7b becomes on. Then, the program data within the trial CD 1 are read out by the program data readout means 6, allowing the game implementation means 11 to execute a game. It is thus possible both to securely prevent the data stored in the storage medium from being illegally executed, analyzed, or copied by a person not having a legitimate title and to facilitate the execution of the data by a person having the legitimate title. (see image in original document)

ABSTRACT WORD COUNT: 266

LEGAL STATUS (Type, Pub Date, Kind, Text):

Application: 950830 A2 Published application (A1with Search Report
;A2without Search Report)
Examination: 950830 A2 Date of filing of request for examination:
950216
Change: 960228 A2 Obligatory supplementary classification
(change)
Search Report: 960417 A3 Separate publication of the European or
International search report
Examination: 970102 A2 Date of despatch of first examination report:
961119
Grant: 980610 B1 Granted patent

Oppn None: 990602 B1 No opposition filed
LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	9824	466
CLAIMS B	(German)	9824	397
CLAIMS B	(French)	9824	561
SPEC B	(English)	9824	4654
Total word count - document A			0
Total word count - document B			6078
Total word count - documents A + B			6078

...SPECIFICATION enabling flag 7b off. Then, in the step 512 the readout enabling flag 7b is judged to be off, causing control to return to 510. Thus, the readout of the program...and the DISC-ID 1b, which will eliminate the necessity to separately input the DISC- ID 1b and the program data 1d. This will ensure an easy and prompt check of...

...For instance, the program data 2d does not necessarily need to be provided within the KEY - CD 2. To further increase a reliability of security, a plurality of DISC - ID 's 1b and a plurality of KEY-ID's 2b may be respectively provided within the trial CD 1 and the KEY - CD 2 so that the program data are not to be read out without coincidence of...

...a setting may be employed in which no use is made of the above-described DISC - ID 1b and the KEY-ID 2b. In this case, there is no need to store the ID 's within the CD - ROM 's and to provide the game machine with the ID detection means 8, whereupon the KEY - CD 2 can be used as if a so-called master key.

Further, the data security...

22/5,K/14 (Item 14 from file: 348)

DIALOG(R)File 348:EUROPEAN PATENTS

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00683849

DATA RECORDING MEDIUM AND ELECTRONIC DEVICE USING THIS MEDIUM

DATENAUFZEICHNUNGSTRAGER UND ELEKTRONISCHES GERAT UNTER VERWENDUNG
DESSELBEN

SUPPORT D'ENREGISTREMENT DE DONNEES ET DISPOSITIF ELECTRONIQUE LE METTANT
ENOEUVRE

PATENT ASSIGNEE:

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INVENTOR:

KITAHARA, Atsushi, Sega Enterprises, Ltd. 2-12, Haneda 1-chome, Ohta-ku
Tokyo 144, (JP)

LEGAL REPRESENTATIVE:

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(GB)

PATENT (CC, No, Kind, Date): EP 671730 A1 950913 (Basic)

EP 671730 A1 970716

EP 671730 B1 000621

WO 9504352 950209

APPLICATION (CC, No, Date): EP 94921828 940728; WO 94JP1243 940728

PRIORITY (CC, No, Date): JP 93185740 930728

DESIGNATED STATES: DE; ES; FR; GB; IT

INTERNATIONAL PATENT CLASS (V7): G11B-007/00; G11B-023/40; G06F-161/00;

G11B-019/12; G11B-020/00; G11B-007/24; G11B-023/28; G11B-019/04

CITED PATENTS (EP B): EP 80244 A; EP 329122 A; EP 342748 A; EP 378385 A; EP 545472 A; EP 553545 A; BE 1005263 A; GB 2250626 A; JP 59500076 A; JP 61258384 A; JP 57091188 U; NL 9101358 A; US 4462076 A; US 4860128 A; US 4967286 A

CITED REFERENCES (EP B):

PATENT ABSTRACTS OF JAPAN vol. 015, no. 335 (P-1242), 26 August 1991 & JP 03 122713 A (SANYO ELECTRIC CO LTD), 24 May 1991,;

ABSTRACT EP 671730 A1

Security is maintained not by judging coincidence to a special code or an exclusive IC chip but by judging coincidence to a particular indication such as a trademark which has been socially recognized and of which the imitation has been banned. A CD-ROM (17) is loaded in a game machine (10) to play a game using programmed data stored in the CD-ROM (17). The game machine is provided with a recognition sensor (22) for reading the trademark (20) on the surface of the CD-ROM (17), and a judging unit (26) that judges whether the trademark (20) read by the sensor (22) agrees with a particular trademark TM. If they do not agree, the game will not start. (see image in original document)

ABSTRACT WORD COUNT: 124

LEGAL STATUS (Type, Pub Date, Kind, Text):

Grant: 000621 B1 Granted patent
Change: 20000105 A1 Title of invention (French) changed: 19991112
Oppn None: 010606 B1 No opposition filed: 20010322
Application: 950517 A International application (Art. 158(1))
Application: 950913 A1 Published application (A1with Search Report ;A2without Search Report)
Examination: 950913 A1 Date of filing of request for examination: 950131
Change: 970702 A1 Obligatory supplementary classification (change)
Search Report: 970716 A1 Drawing up of a supplementary European search report: 970529
Examination: 971217 A1 Date of despatch of first examination report: 971031

LANGUAGE (Publication,Procedural,Application): English; English; Japanese
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200025	764
CLAIMS B	(German)	200025	741
CLAIMS B	(French)	200025	818
SPEC B	(English)	200025	5881
Total word count - document A			0
Total word count - document B			8204
Total word count - documents A + B			8204

22/5,K/15 (Item 15 from file: 348)
DIALOG(R) File 348:EUROPEAN PATENTS
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00545237

Optical disk and security check method for the same
Optische Disk und Verfahren zur Sicherheitskontrolle dafur
Disque optique et methode de controle de securite pour ceci
PATENT ASSIGNEE:

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INVENTOR:

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PATENT (CC, No, Kind, Date): EP 553545 A2 930804 (Basic)
EP 553545 A3 931201
EP 553545 B1 000913

APPLICATION (CC, No, Date): EP 92309870 921028;

PRIORITY (CC, No, Date): JP 9217006 920131

DESIGNATED STATES: DE; GB; IT

RELATED DIVISIONAL NUMBER(S) - PN (AN):

EP 718838 (EP 96103322)

INTERNATIONAL PATENT CLASS (V7): G06F-001/00; G11B-007/00; G11B-007/007;
G11B-007/013; G11B-020/00

CITED PATENTS (EP A): EP 80244 A; US 4462076 A; US 4462076 A; EP 378385 A;
EP 447043 A

CITED PATENTS (EP B): EP 80244 A; EP 378385 A; EP 447043 A; US 4462076 A

CITED REFERENCES (EP A):

PATENT ABSTRACTS OF JAPAN vol. 15, no. 335 (P-1242)26 August 1991;

CITED REFERENCES (EP B):

PATENT ABSTRACTS OF JAPAN vol. 15, no. 335 (P-1242)26 August 1991 &
JP-A-3 122 713 (SANYO) 24 May 1991;

ABSTRACT EP 553545 A2

A CD-ROM (10) comprises an identifier region (16a) having a disk identifier recorded therein and a security code region (16b) having a security code recorded therein. The identifier region and the security code region are provided in one sector of a boot sector (16) to be read when actuated. The disk identifier includes a preset identification code, and the security code includes at least a program to be executed after check of the security code, and display data for displaying a licence.

A security check method for a CD-ROM comprising the steps of reading data recorded in the boot sector of the CD-ROM when actuated, comparing the disk identifier read from the identifier region of the boot sector with an stored identifier to check whether or not the read disk identifier is correct, comparing the security code read from the security region of the boot sector with a stored security code to check whether or not the read security code is correct, and executing the program contained in the security code when the read disk identifier and the read security code are correct, and displaying a licence based on the display data. (see image in original document)

ABSTRACT WORD COUNT: 199

NOTE:

Figure number on first page: 1

LEGAL STATUS (Type, Pub Date, Kind, Text):

Grant: 000913 B1 Granted patent
Change: 20000308 A2 Title of invention (German) changed: 20000120
Oppn None: 010905 B1 No opposition filed: 20010614
Application: 930804 A2 Published application (A1with Search Report
;A2without Search Report)
Change: 20000405 A2 Title of invention (French) changed: 20000216
Change: 20000405 A2 Title of invention (English) changed:
20000216
Change: 20000405 A2 Title of invention (German) changed: 20000216
Change: 20000308 A2 Title of invention (English) changed:
20000120
Change: 20000308 A2 Title of invention (French) changed: 20000120
Search Report: 931201 A3 Separate publication of the European or
International search report
Change: 931201 A2 International patent classification (change)
Change: 931201 A2 Obligatory supplementary classification
(change)
Examination: 940720 A2 Date of filing of request for examination:
940518
*Assignee: 960703 A2 Applicant (transfer of rights) (change): SEGA
ENTERPRISES, LTD. (573300) 2-12 Haneda 1-chome
Ohta-ku Tokyo 144 (JP) (applicant designated
states: DE;GB;IT)
*Assignee: 960703 A2 Previous applicant in case of transfer of
rights (change): KABUSHIKI KAISHA SEGA
ENTERPRISES (573302) 2-12 Haneda 1-chome,
Ohta-ku Tokyo 144 (JP) (applicant designated
states: DE;GB;IT)
Examination: 971217 A2 Date of despatch of first examination report:
971031

LANGUAGE (Publication,Procedural,Application): English; English; English
FULLTEXT AVAILABILITY:

Available Text	Language	Update	Word Count
CLAIMS B	(English)	200037	1244
CLAIMS B	(German)	200037	1231
CLAIMS B	(French)	200037	1474
SPEC B	(English)	200037	2573
Total word count - document A			0
Total word count - document B			6522
Total word count - documents A + B			6522

...SPECIFICATION program, said first region comprising a security code to be compared with the reference security code when the optical disk is loaded on the game device; characterized in that said first...

...to be mounted on a game device which stores a reference security code, said optical disk comprising a first region containing an identifier region in which a disk identifier is recorded and a security code region in which a security code is recorded, and a second region storing an application program, the method comprising the steps of:

reading the disk identifier from said first region of the optical disk when mounted on the game device;
comparing the read disk identifier with a stored identifier to check whether or not the read disk identifier is correct;
reading the security code from said first region of the optical disk when...

...program; and

said method further comprises the step of, when the program in the security code read from the optical disk agrees with the reference security code, executing the program in the security code to indicate...

...security code;

characterized in that said first region contains an identifier region in which a **disk identifier** is recorded, and a security code region in which said security code is recorded; said...

...CLAIMS the program in said security code comprises the steps of:
temporarily pausing a sub-CPU **provided** in the game device to control the operation of the CD-ROM;
rewriting data recorded on...

...optical disk (10) to be mounted on a game device which stores a reference security **code**, said **optical disk** (10) comprising a first region (16) containing an identifier region (16a) in which a **disk identifier** is recorded and a security code region (16b) in which a security code is recorded...

...second region (14) storing an application program, the method comprising the steps of:
reading the **disk identifier** (16a) from said first region (16) of the optical disk (10) when mounted on the game device;
comparing the read **disk identifier** with a stored identifier to check whether or not the read **disk identifier** is correct;
reading the security code from said first region (16) of the optical disk...

...when mounted on said game device;
comparing the read security code with the reference security **code** stored in said **game device** to check whether or not the read security code agrees with said reference security code...to be executed by the game device before enabling the application program; and means are **provided** for executing the program in the security code when the program in the security code...

...generate a message display signal when the message-displaying program agrees with the reference security **code**.

17. A **game device** according to claim 16, wherein said security code includes message data associated with the message...

22/5,K/18 (Item 1 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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00884999 **Image available**

COMPACT DISC STORAGE AND RETRIEVAL SYSTEM

SYSTEME DE RANGEMENT ET DE RECUPERATION DE DISQUES COMPACTS

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Legal Representative:

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200219107 A1 20020307 (WO 0219107)

Application: WO 2000US23783 20000829 (PCT/WO US0023783)

Priority Application: WO 2000US23783 20000829

Designated States:

(Protection type is "patent" unless otherwise stated - for applications
prior to 2004)

AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ DE DK DM DZ EE
ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT
LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM
TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class (v7): G06F-007/00

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 11142

English Abstract

A compact disc storage and retrieval system (as in Fig. 2) arranged to selectively push forward a single selected compact disc from within a plurality of compact disc storage slots (38) located within a case. Each compact disc storage slot (38) has a spring loaded push rod which, when actuated, pushes a selected compact disc or compact disc case partially out of an ejection opening. Upon receipt of an electronic signal, the compressed coil spring pushes the compact disc case outwardly from the longitudinal partition making the selected compact disc (50) visually identifiable and available for withdrawal from the compact disc filer. Each compact disc filer (20) has a microprocessor (86) functioning as a digital matrix selection or routing system that triggering the solenoid associated with the selected compact disc (50) ejecting the disc from the storage case (36). The signal to the solenoid is through the keyboard of a conventional, personal computer (14).

French Abstract

L'invention concerne un systeme de rangement et de recuperation de disques compacts concu pour pousser en avant de maniere selective un seul disque compact choisi, a partir d'une pluralite de fentes de rangement (38) de disque compact situees dans un boitier. Chaque fente de rangement (38) de disque compact possede un tige poussoir a ressort qui, lorsqu'elle est activee, pousse un disque compact ou un boitier de disque compact choisi en partie hors d'une ouverture d'ejection. Des reception d'un signal electronique, le ressort en helice compresse pousse le

boitier de disque compact vers l'exterieur de la separation longitudinale, rendant ainsi le disque compact choisi (50) identifiable visuellement et disponible pour retrait du dispositif de classement de disques compacts. Chaque dispositif de classement (20) de disques compacts possede un microprocesseur (86) qui fonctionne en tant que selection de matrice numerique ou systeme de routage activant le solenoide associe au disque compact choisi (50), ejectant le disque du boitier de rangement (36). Le signal au solenoide est envoye par l'intermediaire du clavier d'un ordinateur personnel conventionnel (14).

Legal Status (Type, Date, Text)

Publication 20020307 A1 With international search report.

Publication 20020307 A1 With amended claims and statement.

Examination 20020404 Request for preliminary examination prior to end of 19th month from priority date

Fulltext Availability:

Detailed Description

Detailed Description

... the specific embodiment illustrated and described.

30

THE CLAIMS

1 - A compact disc storage and **retrieval** system comprising.

a compact disk filer having a plurality of compact disc storage slots located...address; and
a central processing unit congected to said keyboard and to said disc ejection **mechanism** to transmit a storage **slot** address **code** selected at said keyboard to actuate said disc ejection mechanism at only a single one of said disc storage slots.

2. A compact disc storage and **retrieval** system according to Claim 1 further comprising a separate visual indicator located proximate each of ...

...slot at which said disc ejection mechanism responds to said

31

selected storage slot address **code** .

I A **compact disc** storage and **retrieval** system according to Claim I further comprising a plurality of compact disc filers as aforesaid connected together through serial electronic connectors.

4. A compact disc storage and **retrieval** system according to Claim 1 wherein said compact disc filer includes a single disc ejection...

...single one of said plurality of disc storage slots.

5. A compact disc storage and **retrieval** system comprising.
a compact disc filer having a plurality of compact disc storage slots located...

...keyboard entry address signal generating input device, whereby the keyboard input of a storage slot **identification** entry actuates said **compact disc** ejection mechanism only at the storage slot identified.

10. A compact disc storage and retrieval...

...therefrom to actuate said ejection mechanism only at the storage slot identified.

35

AMENDED CLAIMS

[**received** by the International Bureau on 25 June 2001 (25 0 1);
original claims I- 1 2 replaced by new claims I- IO (4 pages)]

1 A compact disc storage and **retrieval** system comprising.

a compact disc filer having a ...computer including a central processing unit connected to
said keyboard and to said disc ejection **mechanism** to transmit a storage **slot address code** selected at said keyboard to actuate said disc ejection mechanism at only a single one of said disc storage slots.

2. A compact disc storage and **retrieval** system according to Claim 1 further comprising: an electronic routing system connected between said keyboard...

...at said selected one of said disc storage slots.

3 . A compact disc storage and **retrieval** system according to Claim 2 wherein said electronic routing system is comprised of a microprocessor in said compact disc filer coupled to **receive** said electronically encoded address, and a plurality of decoders coupled to said microprocessor to **receive** separate inputs from said microprocessor to actuate said disc ejection mechanism only at said selected one of said compact disc storage SIOES.

4. A compact disc storage and **retrieval** system according to Claim 2 further comprising visual indicators located at each of said compact...

22/5,K/19 (Item 2 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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00815031 **Image available**

A COMPUTERIZED TRADING CARD SYSTEM
SYSTEME INFORMATISE DE CARTES DE COLLECTION

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Legal Representative:

PETTIT George R (et al) (agent), Pollock, Vande Sande & Amernick,
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Patent and Priority Information (Country, Number, Date):

Patent: WO 200148580 A2-A3 20010705 (WO 0148580)

Application: WO 2000US35264 20001227 (PCT/WO US0035264)

Priority Application: US 99472042 19991227

Designated States:

(Protection type is "patent" unless otherwise stated - for applications
prior to 2004)

CA JP MX US

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR

Main International Patent Class (v7): H04K-001/00

International Patent Class (v7): A63F-009/24

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 6204

English Abstract

An electronic trading card is provided based on a smart card (11), storing information related to a famous personality. The smart card (11) is read by a user's local computer (27), and transfers security information to the local computer (27) for permitting the playing of a computer game. The system may be used in connection with a remote server (32) which contains the computer game software. The smart card (11) provides a security function so that the holder of the smart card (11) can play the game with either of a remote (32) or local computer (27). Different security routines within the smart card (11) are read into the user's computer (27), to establish a session with a computer game program running on the remote server (32). The computer game downloads statistics concerning the game to the electronic playing card, updating either the vital statistics concerning the player or representing a score earned during game playing.

French Abstract

Cette invention concerne un systeme permettant de collectionner et d'utiliser des cartes de collection. La carte de collection electronique est stockee sur une carte a puce, en meme temps que des informations sur une personnalite connue. La carte a puce, qui est lue par un ordinateur utiliseur local, assure le transfert d'informations securisees a l'ordinateur local et permet de jouer a un jeu informatique. Le systeme peut etre utilise en liaison avec un serveur a distance qui renferme le logiciel de jeu. La carte de collection est presentee avec, sur sa partie exterieure, diverses informations consacrees a la personnalite representee sur ladite carte. La carte a puce assure une fonction de

securite de telle sorte que son detenteur peut jouer le jeu soit avec un ordinateur a distance, soit un ordinateur local. Diverses routines de securite inherentes a la carte a puce sont lues dans l'ordinateur utilisateur, ce qui permet d'etablir un echange avec un programme de jeu informatique fonctionnant sur le serveur a distance. Le programme de jeu informatique transfert des statistiques concernant le jeu dans la carte a jouer electronique en actualisant soit des statistiques essentielles concernant le joueur, soit qui representent un score realise pendant une partie.

Legal Status (Type, Date, Text)

Publication 20010705 A2 Without international search report and to be republished upon receipt of that report.
Search Rpt 20020516 Late publication of international search report
Republication 20020516 A3 With international search report.
Search Rpt 20020516 Late publication of international search report
Examination 20020704 Request for preliminary examination prior to end of 19th month from priority date
Correction 20021114 Corrected version of Pamphlet: pages 1/8-8/8, drawings, replaced by new pages 1/8-8/8; due to late transmittal by the receiving Office
Republication 20021114 A3 With international search report.

Fulltext Availability:
Detailed Description

Detailed Description

... a computer terminal. Specifically, electronic trading cards are implemented using smart card technology to control access to a computer game program.

The hobby of collecting and trading trading cards based on sports figures, cartoon characters...

...are executed on a conventional PC, or in some instances over a network connection which accesses video game software running on a remote computer which operates as a server. The computer software games may simulate such popular pastimes as...

...disk.

The trading cards are constituted by a computer readable medium, such as a floppy disk, which transfers a key code to the computer system to unlock a companion CD ROM program which contains a...

...computer may, on its own, or via a network connection such as an Internet connection, access a computer game program.

SUMMARY OF THE INVENTION

A system for collecting electronic trading cards is provided which makes use of a smart card storing information related to a famous person or...

22/5,K/20 (Item 3 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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00807816 **Image available**

CONSUMER ACCESS SYSTEMS AND METHODS FOR PROVIDING SAME
SYSTEMES D'ACCES AUX CONSOMMATEURS ET LEURS PROCEDES DE FOURNITURE

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Inventor(s):

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200141437 A2-A3 20010607 (WO 0141437)
Application: WO 2000US32911 20001204 (PCT/WO US0032911)
Priority Application: US 99168822 19991203

Designated States:

(Protection type is "patent" unless otherwise stated - for applications
prior to 2004)

AE AG AL AM AT AT (utility model) AU AZ BA BB BG BR BY BZ CA CH CN CR CU
CZ CZ (utility model) DE DE (utility model) DK DK (utility model) DM DZ
EE EE (utility model) ES FI FI (utility model) GB GD GE GH GM HR HU ID IL
IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO
NZ PL PT RO RU SD SE SG SI SK SK (utility model) SL TJ TM TR TT TZ UA UG
UZ VN YU ZA ZW
(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR
(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class (v7): H04N-007/18

International Patent Class (v7): H04N-007/14

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 18474

English Abstract

Apparatus and methods for providing enhanced consumer access to
information sources and controllable entities. An Access device can be a
stand alone device such as a DVD player in which the DVD disk contains
the back-end information network. Other Access devices obtain the
back-end information network from remote sources. By way of a specific
example, the consumer can then view a game and interactively select every
television camera located at the game venue.

French Abstract

Appareil et procedes de fourniture d'accès amelioree des consommateurs a
des sources d'informations et des entites pouvant etre commandeés. Un
dispositif d'accès peut etre un dispositif autonome tel qu'un lecteur de
DVD dans lequel le disque DVD contient le reseau dorsal d'informations.
D'autres dispositifs d'accès obtiennent le reseau dorsal d'informations a

partir de sources distantes. A titre d'exemple specifique, le consommateur peut ensuite regarder un jeu et selectionner de facon interactive chaque camera de television situee sur le site du jeu.

Legal Status (Type, Date, Text)

Publication 20010607 A2 Without international search report and to be republished upon receipt of that report.
Examination 20010913 Request for preliminary examination prior to end of 19th month from priority date
Search Rpt 20011129 Late publication of international search report
Republication 20011129 A3 With international search report.

Fulltext Availability:
Detailed Description

Detailed Description

... Audio Entertainment Devices such as MP3 Players, Home I Car I Boat / Flight Stereo Systems, CD Players
Access Device Adaptable When the Access Device connects to the Consumer Access System, the...

...part of an Asset Infrastructure itself
such as on a Video DVD, rendering any DVD Access Device such as a DVD player, Game - Console or Personal Computer, into a complete standalone
Consumer Access System, allowing the Consumer to access and display the
...

...Any kind of existing or future broadcasting or delivery technology in use for the Infrastructure transmission of data that can be categorized as but is not restricted to
Cat. A. Internet...

...Radio based networks.

Cat. C. Network services, such as RTP or RTSP streaming or as provided by internet service providers such as Akamai and iBeam.

Cat. D. Internal data-buses, such...

...buses in Personal
Computers enabling the internal data transfers.

Cat. E. Asset Infrastructures
Cat. F. Access Device Infrastructures
...Back-end Information Network Infrastructures
BootLink The Consumer activating the simple BootLink software starts the Access Device deployment process in order to gain access to the Our World Live's Consumer Access System and is typically specific to the infrastructures it is installed on, such as an URL for allowing the Consumer to enter the Consumer Access System over the World Wide Web.
Front-end Human Interface (FHI) The User Interface (UI...

22/5,K/21 (Item 4 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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00792471 **Image available**

PRODUCT DIRECTORY STRUCTURE

STRUCTURE DE REPERTOIRE D'UN PRODUIT

Patent Applicant/Assignee:

HOOJIT LIMITED, Davidson House, Gadbrook Park, Northwich, Cheshire CW9
7TW, GB, GB (Residence), GB (Nationality), (For all designated states
except: US)

Patent Applicant/Inventor:

CLARK Diane Elizabeth, Davidson House, Gadbrook Park, Northwich, Cheshire
CW9 7TW, GB, GB (Residence), GB (Nationality), (Designated only for:
US)

Legal Representative:

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Patent and Priority Information (Country, Number, Date):

Patent: WO 200125984 A1 20010412 (WO 0125984)

Application: WO 2000GB3755 20001003 (PCT/WO GB0003755)

Priority Application: GB 9923688 19991007

Designated States:

(Protection type is "patent" unless otherwise stated -- for applications
prior to 2004)

AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ DE DK DM DZ EE
ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT
LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM
TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class (v7): G06F-017/60

International Patent Class (v7): G06F-017/30

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 18231

English Abstract

A directory structure comprising five layers from a universal product set
to a category level linked to a product database.

French Abstract

L'invention concerne une structure de repertoire d'un produit universel,
comprenant cinq couches correspondant chacune a un niveau de categorie
associe a une base de donnee du produit.

Legal Status (Type, Date, Text)

Publication 20010412 A1 With international search report.

Examination 20010712 Request for preliminary examination prior to end of
19th month from priority date

Fulltext Availability:

Claims

Claim

... 5 Radio cassette players

Midi systems
Hi-fi stands
Karaoke
Karaoke
2 0 Audio equipment **accessories**
Audio equipment **accessories**
CD players
CD care
CD players
2 5 Disco equipment
Disco amplifiers
Disco decks
Disco lights
Disco speakers...

...stereo
Personal stereo
Radios
SUBSTITUTE SHEET (RULE 26)
/200
2 way radios
Radios
Audio-visual
Games machines
Console accessories
Console games
Console Pedals
Console steering wheels
1 0 Sega
Sega drearnearest games
Sega games
Sony Playstation
Nintendo
1 5...

...disc player
Blank video cassettes
2 5 Blank video cassettes
Remote controls
Remote controls
Satellite receivers
Satellite receivers
3 0 TV aerials and **accessories**
TV aerials and **accessories**
TV Boosters and amplifiers
TV Boosters and amplifiers
TVs
3 S Cinema Screen
Digital
SUBSTITUTE...

22/5,K/22 (Item 5 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00770570 **Image available**

COMPUTER GAME AND METHOD OF PLAYING THE SAME
JEU D'ORDINATEUR ET PROCEDE CORRESPONDANT

Patent Applicant/Assignee:

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90245, US,
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Legal Representative:

DEVOE Charles H (agent), Kolisch Hartwell Dickinson McCormack & Heuser,
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Patent and Priority Information (Country, Number, Date):

Patent: WO 200103788 A1 20010118 (WO 0103788)
Application: WO 2000US19263 20000714 (PCT/WO US0019263)
Priority Application: US 99143922 19990714

Designated States:

(Protection type is "patent" unless otherwise stated - for applications
prior to 2004)

AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ DE DK DM DZ EE
ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT
LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM
TR TT TZ UA UG UZ VN YU ZA ZW
(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE
(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG
(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW
(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class (v7): A63F-009/24

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 5234

English Abstract

A method of playing a computer game and the game itself, using a computer
(14) and a plurality of collectible trading cards (12) that each has a
unique code (16) that is hidden under a removable coating (18).

French Abstract

L'invention concerne un procede permettant de jouer a un jeu d'ordinateur
et le jeu correspondant. Ledit procede utilise un ordinateur (14) et
plusieurs cartes de collection (12) a collectionner qui presentent
chacune un code unique (16) cache sous un film amovible (18).

Legal Status (Type, Date, Text)

Publication 20010118 A1 With international search report.

Examination 20010503 Request for preliminary examination prior to end of
19th month from priority date

Correction 20020906 Corrected version of Pamphlet: pages 1/5-5/5,
drawings, replaced by new pages 1/4-4/4; due to late
transmittal by the receiving Office

Republication 20020906 A1 With international search report.

Fulltext Availability:
Detailed Description

Detailed Description

... and method according to the present invention.

Fig. 4 is a flow chart of the **distributing** step in Fig. 2 of the present invention.

Fig. 5 Is a flow chart of...

...16 may be an alphanumeric code that a computer program may recognize. The code provides **access** to portions of **computer game 10**. **Code 16** may be human readable, or it may be machine readable as in a barcode or data **disk**. Moreover, **code 16** may be printed such that it can only be read by using a colored...

22/5,K/23 (Item 6 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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00768566

SYSTEM AND METHOD FOR OBTAINING DIGITAL INFORMATION VIA COMMUNICATIONS NETWORK

DISPOSITIF ET PROCEDURE PERMETTANT D'OBTENIR DES INFORMATIONS NUMERIQUES PAR L'INTERMEDIAIRE D'UN RESEAU DE COMMUNICATION

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Patent Applicant/Inventor:

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FLURRY Henry S, 1381 Rue Willette, Ypsilanti, MI 48198, US, US (Residence), US (Nationality), (Designated only for: US)

Legal Representative:

WILLMAN George A (agent), Wilson Sonsini Goodrich & Rosati, 650 Page Mill Road, Palo Alto, CA 94304-1050, US,

Patent and Priority Information (Country, Number, Date):

Patent: WO 200101240 A2-A3 20010104 (WO 0101240)
Application: WO 2000US17359 20000623 (PCT/WO US0017359)
Priority Application: US 99347584 19990630

Parent Application/Grant:

Related by Continuation to: US 99347584 19990630 (CON)

Designated States:

(Protection type is "patent" unless otherwise stated - for applications prior to 2004)

AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CR CU CZ DE DK DM DZ EE
ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT
LU LV MA MD MG MK MN MW MX MZ NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM
TR TT TZ UA UG US UZ VN YU ZA ZW

(EP) AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE

(OA) BF BJ CF CG CI CM GA GN GW ML MR NE SN TD TG

(AP) GH GM KE LS MW MZ SD SL SZ TZ UG ZW

(EA) AM AZ BY KG KZ MD RU TJ TM

Main International Patent Class (v7): G06F-009/445

International Patent Class (v7): G06F-001/00

Publication Language: English

Filing Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 6645

English Abstract

Method of data processing for computer software program. System for playing games. The system for playing games includes a first server coupled to a computer network, and the first server includes a list of computer games. A second server coupled to the computer network includes a storage device including images of CD ROMs corresponding to at least some of the games on the list of computer games. A client computer coupled to the computer network includes computer readable code that allows a user to select a game from among the games in the list of computer games. Computer readable code obtains access to an image of a computer game among the images of the CD ROMs on the storage device included by the second server. The code stores at least a portion of the image onto a storage device locally coupled to the client computer and causes the game to run at least partially in response to the portion of the image stored on the storage device locally coupled to the client

computer.

French Abstract

L'invention concerne un procede de traitement de donnees destine a un logiciel informatique. Elle concerne egalement un dispositif permettant de jouer a des jeux. Ce dispositif comprend un premier serveur relie a un reseau informatique, lequel serveur comprend, a son tour, une liste de jeux sur ordinateur ; un second serveur relie au reseau informatique et comprenant un dispositif de mise en memoire contenant des images de CD ROM correspondant a au moins certains des jeux figurant dans la liste des jeux sur ordinateur ; un ordinateur client relie au reseau informatique, pourvu d'un code lisible par un ordinateur permettant a un utilisateur de selectionner un jeu parmi les jeux figurant dans la liste. Le code lisible par un ordinateur autorise l'accès a une image d'un jeu parmi les images des CD ROM contenus dans le dispositif de mise en memoire compris dans le second serveur. Le code memorise au moins une partie de l'image sur le dispositif de mise en memoire relie localement a l'ordinateur client et il permet au jeu d'etre execute au moins partiellement compte tenu de l'image stockee dans le dispositif de mise en memoire relie localement a l'ordinateur client.

Legal Status (Type, Date, Text)

Publication 20010104 A2 Without international search report and to be republished upon receipt of that report.
Examination 20010329 Request for preliminary examination prior to end of 19th month from priority date
Search Rpt 20011206 Late publication of international search report
Republication 20011206 A3 With international search report.
Fulltext Availability:
Detailed Description
Claims

Detailed Description

... CD ROM via a CD ROM driver. The first computer system also includes computer readable code that emulates a CD ROM driver and causes communication to be made with the second computer I/O system to obtain information from the storage device including the image of the CD ROM. Thus, a CD...

...on the first computer system.

The system includes computer code that determines a bandwidth for transmission between the first computer system and the second computer system and, if the bandwidth is...

...drive causes at least a portion of this image of the CD ROM to be downloaded to a storage device coupled locally to the first computer system.

Another embodiment of the...

...includes computer readable code that allows a user to select a game from among the games in the list of computer games. Computer readable code obtains access to an image of a computer game among the images of the CD ROMs on...to the client computer.

BRIEF DESCRIPTION OF THE FIGURES

Fig. 1 illustrates a system for obtaining digital information via a

communications network, according to an embodiment of the invention.

3

Fig...

Claim

- ... to read a locally stored CD ROM via a CD ROM driver, and computer readable **code** that emulates a CD ROM driver and causes communication to be made with the first...
- ...is emulated on the second computer system; and computer code that determines a bandwidth for **transmission** between the first computer system and the second computer system and, ...at I 0 least a portion of the image of the CD ROM to be **downloaded** to a storage device coupled locally to the second computer system.
- 26 The system of...
- ...that causes the computer readable code designed to read a locally stored CD ROM to **obtain** data from both the storage device coupled 1 5 locally to the first computer system...
- ...computer including computer readable code that allows a user to select a game from among **games** in the list of **computer games**, **obtains access** to an image of a computer game among the images of the CD ROMs on...
- ...29 The system of claim 27, wherein the portion of the image includes a portion **computer code** of the **game**.
- 30 The system of claim 27, the first server including code that causes a particular file to be transferred to the client computer system only if an **access** sequence is successfully executed and the second server allows the client computer to **access** the image of the computer game only if the client computer has the particular file.
- I 0 31. The system of claim 30, wherein successful execution of the **access** sequence includes provision of a password.
- 32 The system of claim 30, wherein successful execution of the **access** sequence includes provision of payment.

22/5,K/24 (Item 7 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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00378794 **Image available**

REMOTE-AUDITING OF COMPUTER GENERATED OUTCOMES USING CRYPTOGRAPHIC AND
OTHER PROTOCOLS

CONTROLE A DISTANCE DE RESULTATS PRODUITS PAR ORDINATEUR, AU MOYEN DE
PROTOCOLES CRYPTOGRAPHIQUES ET AUTRES

Patent Applicant/Assignee:

WALKER ASSET MANAGEMENT L P,

Inventor(s):

SCHNEIER Bruce,

WALKER Jay S,

JORASCH James,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9719537 A1 19970529

Application: WO 96US18834 19961122 (PCT/WO US9618834)

Priority Application: US 95561668 19951122; US 96677544 19960710; US
96694469 19960808

Designated States:

(Protection type is "patent" unless otherwise stated - for applications
prior to 2004)

AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES
FI FI GB GE HU IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN
MW MX NO NZ PL PT RO RU SD SE SG SI SK SK TJ TM TR TT UA UG UZ VN KE LS
MW SD SZ UG AM AZ BY KG KZ MD RU TJ TM AT BE CH DE DK ES FI FR GB GR IE
IT LU MC NL PT SE BF BJ CF CG CI CM GA GN ML MR NE SN TD TG

Main International Patent Class (v7): H04L-009/32

International Patent Class (v7): G06F

Publication Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 46659

English Abstract

A computer device and method for encoding a message corresponding to an outcome of a computer game, and a computer device and method for decoding the message to detect a fraudulent outcome. The computer device used to generate the encoded message includes a memory device containing encoding control code and a processor configured to process the encoding control code in conjunction with a computer game outcome (148) to generate an encoded message containing the computer game outcome (158) and to transmit the encoded message (154) to a human-readable output device, such as a display device. The computer device includes various tamper resistant or tamper evidence features. A secure module containing the processor and memory is used to plug into an existing personal computer or dedicated game device. The device also includes a system for metering use of a computer game.

French Abstract

Ordinateur et procede de codage d'un message correspondant a un resultat de jeu informatique et ordinateur et procede pour decoder le message et detecter un resultat frauduleux. L'ordinateur utilise pour generer le message code comporte une memoire contenant un code de commande de codage et un processeur configure pour traiter ledit code conjointement avec un resultat (158) de jeu informatique, pour generer ensuite un message code contenant le resultat (158) du jeu informatique et pour transmettre ledit message (154) a un dispositif de sortie lisible par l'homme, tel qu'un dispositif d'affichage. L'ordinateur presente plusieurs caracteristiques

inviolables ou d'inviolabilite. On utilise un module de securite contenant le processeur et la memoire, concu pour se brancher dans un ordinateur personnel existant ou un dispositif de jeu specialise. Le dispositif comporte egalement un systeme pour compter le temps d'utilisation d'un jeu informatique.

Fulltext Availability:

Detailed Description

Detailed Description

... if
an interposing device is used to make changes to the game software instructions, the **authentication** process implemented by decrypting the encrypted game software instructions with the public key will reveal...obfuscated software requires considerable time, delaying the creation of GAME GENIE produced cheat codes. Since CD-ROMs must be re-mastered every ten thousand or so pressings, it is possible to...

...not start
SUBSTITUTE SHEET (RULE 26)
immediately since the player has to enter the cheat **codes** into the **game computer** 14 prior to **game** start.

In yet another embodiment, storing all the game data on removable memory media may enable the central authority to subsequently determine if the game was created with cheat **codes** input by a **GAME GENIE device**. This data may be "recorded" as described in detail herein. The above described tampering indications...with a self-integrity check as described above. For example, a score of 3905 is **valid**, but if the score is $3905 + 1 = 3906$, the score is rejected because the addition...

22/5,K/25 (Item 8 from file: 349)
DIALOG(R)File 349:PCT FULLTEXT
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00364087 **Image available**

METHOD FOR PROTECTING PUBLICLY DISTRIBUTED SOFTWARE
PROCEDE DE PROTECTION DE LOGICIELS A DIFFUSION PUBLIQUE

Patent Applicant/Assignee:

CABLE TELEVISION LABORATORIES INC,

Inventor(s):

WILLIAMS Thomas H,

BAGGETT Claude T,

Patent and Priority Information (Country, Number, Date):

Patent: WO 9704412 A2 19970206

Application: WO 96US11416 19960708 (PCT/WO US9611416)

Priority Application: US 95504117 19950719

Designated States:

(Protection type is "patent" unless otherwise stated - for applications prior to 2004)

CA GB

Main International Patent Class (v7): H04L-009/32

Publication Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 3817

English Abstract

A system for protecting software from copying wherein the software to be protected is placed on the computer system in two parts. A first part (120) is stored in non-volatile storage, such as a hard disk or floppy disk within the computer system (100), and a second part is stored and executed in a "hardware key (122)", which is attached to the computer system (100). The second part is stored in volatile RAM (206) and will be erased when electrical power is removed from the hardware key (122), or when the software stops execution. This requires that the second part of the software be reloaded each time the hardware key (122) is powered up. Typically, the second part of the software will be loaded from a network (130), or from a cable network, thus reloading of the second part into the hardware key (122) is a trivial matter, so long as the user is an active subscriber to the network (130) or cable network.

French Abstract

L'invention concerne un systeme visant a empecher la duplication d'un logiciel, le logiciel a proteger etant place en deux parties dans le systeme informatique. Une premiere partie (120) est stockee dans une memoire non volatile, par exemple un disque dur ou une disquette a l'interieur du systeme informatique (100), et une seconde partie est stockee et executee dans un "systeme de codage materiel" (122) qui est rattache au systeme informatique (100). La seconde partie est stockee dans une memoire vive volatile (206) et est effacee lorsque le "systeme de codage materiel" (122) est mis hors tension, ou lorsque le logiciel cesse son execution. Ceci implique que la seconde partie du logiciel soit rechargee a chaque fois que le systeme de codage materiel (122) est mis sous tension. En general, la seconde partie du logiciel est chargee a partir d'un reseau (130), ou a partir d'un reseau cable. Le rechargement de la seconde partie dans le systeme de codage materiel (122) represente donc une operation banale tant que l'utilisateur est un abonne actif du reseau (130) ou du reseau cable.

Fulltext Availability:

Detailed Description

Detailed Description

... computer game software, because of the low cost of game software and because of the **distribution** methods used for game software. Even though business software is usually priced higher than game...

...5 Some game software is now distributed via cable television. A special purpose computer system **receives** the software from a cable television game channel only into volatile storage, that is, storage...

...is removed. The game software is captured by the special purpose computer through a data **receiver** as the software is transmitted over a cable television game channel, and the user plays...

...special purpose computer system has no non-volatile memory that is used for storing the **game**, nor can the special purpose **computer** memory be **accessed** by a general purpose computer having non-volatile storage, the game cannot be saved or copied. This allows only users with **access** to the particular cable game channel(s) to play the game. If the user desires...

...capture the new game and play it as long as desired. If the user discontinues **access** to the cable television game channel, they can no longer **access** any games.

This method affords copy protection for the game as well as ensuring adequate...

...PCT/US96/11416

3

a code to the boot program. If the correct code is **provided** to the boot program, **access** to the computer's disk is **provided**. The boot patch installs disk data encryption/decryption software into the computer's disk BIOS...

...times to transparently encode/decode partition data identifying the location of the data on the **disk**. Without the **access code** stored on the hardware device and proper password, the contents of the disk are unreadable...

22/5,K/26 (Item 9 from file: 349)
DIALOG(R) File 349:PCT FULLTEXT
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00131869 **Image available**

DISK DRIVE LOCKING DEVICE

DISPOSITIF DE VERROUILLAGE D'UNITE DE DISQUES

Patent Applicant/Assignee:

ESAKOFF Greg F,
LAKOSKI Robert P,

Inventor(s):

ESAKOFF Greg F,
LAKOSKI Robert P,

Patent and Priority Information (Country, Number, Date):

Patent: WO 8604380 A1 19860731

Application: WO 86US113 19860124 (PCT/WO US8600113)

Priority Application: US 85269 19850124

Designated States:

(Protection type is "patent" unless otherwise stated - for applications prior to 2004)

AT AU BE BR CH DE DK FI FR GB HU IT JP KR LU NL NO SE US

Main International Patent Class (v7): E05B-065/00

Publication Language: English

Fulltext Availability:

Detailed Description

Claims

Fulltext Word Count: 4895

English Abstract

A portable locking device (10) (110) for securing a computer disk drive unit which incorporates cooperating interlocking units engaging means (16) (18), (90) (112), one (16) (112) of which hooks onto the unit through the drive unit and slot (13) (82), the other (18) being in a pivotal relationship with the first engaging means (16) (112) and both engaging means having complementary locking members to lock the means together.

French Abstract

Un dispositif portatif de verrouillage (10) (110) sert a proteger une unite de disquettes d'un ordinateur. Le dispositif comprend deux organes agissant de concert de verrouillage mutuel (16) (18), (90) (112) a fixer sur l'unite. Le premier (16) (112) s'accroche sur l'unite a travers l'unite d'entrainement et la fente (13) (82), le deuxieme (18) est en relation de pivotement avec le premier (16) (112), et les deux organes ont des elements complementaires de verrouillage qui servent a les verrouiller ensemble.

Fulltext Availability:

Claims

Claim

... said locking device comprising:

a) hasp means for placement in front of and
5 blocking access to the disk drive unit slot and rendering
the latching mechanism substantially immobile, said hasp
means incorporating a...

...with said hasp

10 means, said hinge means having cooperating, interlocking,
extension means for being received in said first hasp
opening and the drive unit slot, said extension means
being slidably receivable in the disk drive unit, said

hinge means further defining a second aperture, alignable
f5 with said first hasp aperture where said first and second
apertures are adapted to **receive** a lock,
C) whereby inserting said hinge means
through said hasp means and into the...

...latching mechanism, said locking device
comprising:
a) hasp means for positioning over and block
ing **access** to **slot** and latching **mechanism** , said hasp means
including a first portion adapted to abut said- unit and a...

...defining a first opening, and
b) hinge means for coacting with said hasp
means to **obtain** an interlocking relationship, said hinge
means defining a first projecting portion being engagable
with said...